

4-WHEEL EXCITEMENT — SNES SUPER OFF-ROAD

A Signal Research Publication

Game Players Nintendo® Guide

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TERMINATOR 2 FOR NES AND GAME BOY

LAGOON: SUPER NES ROLE-PLAYING

$3.95 $4.95 CANADA Vol. 5, No 3
MARCH 1992

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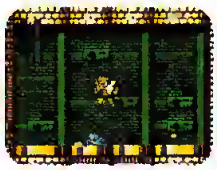
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Game Players™ Nintendo® Guide

MARCH 1992

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BPA CONSUMER MAGAZINES

MPA

EDITOR'S NOTES

Nintendo of America has dropped the suggested retail price of both its Super NES game system (from $199.95 to $179.95) and its Game Boy portable system (from $89.95 to $79.95). The announcement came at the Consumer Electronics Show in early January as Nintendo tried to figure out how to combat the successful onslaught of the Sega Genesis game system at $149.95. Some retailers had already been discounting the Super NES during the Christmas season — we saw it as low as $169.95!

Even though $179.95 isn't as low a price as the Genesis, remember that the SNES comes with two controllers. You have to buy a second controller with the Genesis.

With Nintendo and Sega battling it out for 16-bit dominance like a couple of giant Ultrabots, game players everywhere are going to reap the benefit— great games!

Neither Nintendo nor Sega can afford to publish many games that are weak and wimpy. Word of mouth moves too fast, and gamers are going to be drawn to the 16-bit systems that have the biggest collection of the best games. This also means that some very good game publishers, such as Electronic Arts, Acclaim, and others, will be cranking out their best stuff — and often on more than one system at a time. We'll start to see some CD-ROM activity in '92; but, let's face it, the real battle is going to be 16-bit wars.

However, with so much attention being paid to the Super NES, let's not forget that some companies like Konami and Capcom continue to produce excellent 8-bit NES titles and innovative Game Boy games. We'll be here helping you to choose the best from the rest, whether its 16-bit, 8-bit, or portable. So enjoy this great year of gaming, and get ready for some absolutely terrific new carts!

Happy gaming,

Selby Bateman
Executive Editor

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Grab the wheel of your Toyota super-truck and hit the gas! Based on the #1 arcade game, SUPER OFF-ROAD for the Super Nintendo Entertainment System brings you all the thrills of real off-road racing...but without the mud in your face. Watch out for the jumps, mud holes and other obstacles on the 64 different Mickey Thompson Off-Road track configurations! Race against a friend and two computer-controlled trucks simultaneously! Trade in your winnings for accessories at the Speed Shop and improve your chances for victory! From match-offs to spin outs, this is as close to genuine short-course racing as you can get. And for off-road action on the go, check out SUPER OFF-ROAD for your Game Boy!

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HOT SHOTS!

NEWS • PREVIEWS • EVENTS • BESTSELLERS

BATTLETOADS FOR SUPER NES!... Those *toadally* bodacious flyin' frogs are coming to Super NES! Tradewest introduced the new version at the Consumer Electronics Show in early January, so Toad fans can start jumping up and down. In fact, you'll be finding more *Battletoads* action this year in everything from a new Marvel comic book and a line of toys to collectible coins and trading cards. Looks like a big Toad year for Tradewest, along with other new titles such as the *Super Off Road* racing game and *Jack Nicklaus Golf*, both for SNES. You can also look for a Game Boy version of *Super Off Road* and a new 8-bit NES title, *Danny Sullivan's Indy Heat*, from Tradewest.



MATCHBOX JOINS LICENSEES... Matchbox Video Games is busy working on three new NES games. *Matchbox Racers* is a high-speed racing game featuring eight vehicles patterned after the cars in the Matchbox line. *MotorCity Patrol* is a police patrol game set in Detroit, in which you set speed traps, make arrests, and race to the scene of the crime. And in *Noah's Ark*, players must build an ark and collect the animals before the flood waters start to rise. A spokesperson for the company says that the graphics in *Noah's Ark* rival those in any 8-bit (and some 16-bit) game.

Also coming from Matchbox is the Game Boy puzzler, *Pyramids of Ra*. You must find a path through the maze of passageways inside the pyramids of the ancient Pharaohs, searching for the tomb of Scarabeus.

STAR TREK — THE SNES GENERATION... Game developer Spectrum HoloByte has acquired the license to produce Super Nintendo, CD-I, and computer versions of games based on *Star Trek: The Next Generation*, the hit Fox TV series. Look for the games later in 1992, and stay tuned to upcoming issues for more information.

MONOPOLY IN YOUR HANDS... Word lovers and fans of the *Monopoly* board game will be happy with Parker Brothers. The company is introducing two new Game Boy games, one an electronic version of *Monopoly* and the other a Game Boy version of the delightful word game, *Boggle*.

BATMAN'S BACK — AND KONAMI'S GOT HIM... While Michael Keaton was completing his work as Batman in the movie sequel, *Batman Returns*, Konami was working behind the scenes. The Nintendo licensee received the rights to produce *Batman Returns* for the Super NES, NES, Game Boy, and personal computers.

The first *Batman*, which was released in the summer of 1990, was a huge hit and earned more than $400 million in movie houses worldwide. By the way, Michael Keaton is joined in the upcoming movie by Michelle Pfeiffer as Catwoman and Danny DeVito as the Penguin.

The folks at Konami say that their research and development team is working closely with Warner Bros. and DC Comics to capture the film's style, tone, and pace for the new Nintendo games.

SUPER NES AND GENESIS HEAD-TO-HEAD... It was another big holiday season for videogames, with Super NES and Sega Genesis creating the most excitement. Retailers and software publishers generally agreed that Sega Genesis was a strong contender against the SNES. In fact, a number of stores were discounting the $199.95 Super NES as low as $169.95 in order to fight the $149.95 Genesis price, the very popular *Sonic the Hedgehog*, and the large library of Genesis games.

But 1992 looks like it's going to be a great year for both Nintendo and Sega, especially for the 16-bit systems. That means lots of competition between the two — and



IT'S 2 EXCITING 2 MISS.





It's twice the fun. Twice the thrills. Twice the craziness. That's right, it's The Bugs Bunny Crazy Castle 2. But Bugs isn't getting the royal treatment. This "looney" new adventure on the Nintendo® Game Boy® has Bugs being chased by the whole Looney Tunes gang. The Tasmanian Devil, Yosemite Sam, Wile E. Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps. Awesome sound. More than enough to keep you and Bugs hopping. Will Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy® player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.





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KEMCO ▲ SEIKA

HOT SHOTS!

that translates into a lot of great games. Nintendo and its growing list of SNES game publishers are rolling out some terrific titles, as you'll see in these pages and in upcoming issues. Look for more than 50 new Super NES titles in the first six months of this year, and about the same number of new titles for the Genesis. Also look for more game publishers producing carts for both systems.

On the 8-bit NES front, the Consumer Electronics Show (CES) in early January revealed that game publishers aren't forgetting the 8-bit NES and the Game Boy. For example, Konami, the biggest Nintendo licensee, is not only bringing out the new *TMNT II — Back From The Sewers* for Game Boy, but also *Tiny Toon Adventures*, *Star Trek*, *Ultra Golf*, and more titles. For NES, Konami is producing *Star Trek*, *TMNT III — The Manhattan Project*, *Monster in My Pocket*, and several more titles in early 1992. While a significant number of smaller NES game publishers have stopped producing new games for the NES, Konami and a few others are planning to bring us plenty of NES and Game Boy action this year.



TMNT III: The Manhattan Project from Konami/Ultra.

CES & NINTENDO

Winter CES in early January was indeed the showcase for all of the new games headed your way during the next six months. We'll be bringing you news about each of them in the next couple of issues, but for now here are a few shots to whet your appetite.



Lemmings for the SNES from Sunsoft looks and plays like a winner.



Bullet-Proof's *Faceball 2000* won our Game Boy Game of the Year.



Electronic Arts hits the links with *PGA Tour Golf* for Super NES.



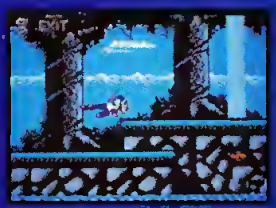
Paperboy 2 makes its arrival on the SNES from Software Toolworks.

New for the NES from JVC Musical Industries is Lucasfilm Games' *Defenders of Dynatron City*.





Tom & Jerry is just one of the new NES titles from Hi Tech Expressions.



Data East flies into action with *Captain America and the Avengers* for the NES.



Capcom's new *Darkwing Duck* for the NES captures the fun of the cartoon character.

Here's one way to take Sonic The Hedgehog™ wherever you go.



HOT SHOTS!

GAME PLAYERS SWEEPSTAKES WINNERS!

Our October Super Nintendo Giveaway praved a great success — aut of thousands of entries, we ended up with winners tram 30 states, Canada, and Antigua.

As a result at a production delay, the October issue was shipped late, and many at you received ar bought magazines after the Octaber 7th deadline. Because at that, we extended the deadline by one month. In additian, everyane wha called ar wrate in abaut the delay was entered in the giveaway, as well.

We cangratulate all our winners, and we'll be annauncing more cantest results in aur next issue!

First Place (Super NES System)
Crystal Smith, McKinleyville, CA

Second Place (a Super NES game)
Chris Kirkpatrick, Cleveland, TN
Jeramiah Yaunt, San Diego, CA
Nick Scharber, Dady City, FL
Justin R. Allen, Sauth Harpswell, ME
Chance Hammack, Acwarth, GA
Ricarda Fryer, Augusta, GA
T.J. Pelan, Sand Lake, MI
Jimmy Narman, Waadville, VA
David Strickland, Philadelphia, PA
Bradley Killian, Brighton, MI

Third Place (*Game Players* T-shirt)
Daniel Aviles, Savannah, CA
Helen Barrett, Ocala, FL
Robert Barthalamew, Cold Lake, Alberta
Trevor Bates, Humboldt, Sask.
Tadd Becker, Cumberland, MD
Kanrad Bis, Chicaga, IL
Matthew Bouw, Hudsonville, MI
Andy Bowman, Hampstead, MD
Shiska Bradford, Vallejo, CA
Christopher Burg, Alpena, MI
Andy Cass, Penfield, NY
Matt Cooper, West Paducah, KY
David Craver, Kernersville, NC
D.W. Dickerson, Central Pt., OR
Rabert Daweney, Ft. Warth, TX
Juan Euvin, New Yark, NY
James Flynn, Chula Vista, CA
Jasan Freeman, Greensbara, NC
Justin Fuhrer, Tiffin, OH
Mike Givney, WAFB, MI
Jimmy Graham, Meridan, ID
Gary Greene, League City, TX
Chris Hall, Benton, AK
Ryan Hausey, Franklintan, LA
James Henemvay, Trear, IA
Virgil Hunt, Sweetwater, TN
Martin Karvialich, Vacaville, CA
David Kibby, Maravia, NY
Bradley Kinjel, Marissa, IL
James Madisan, Daytan, OH
Randi Magpie, Yankers, NY
Kevin Meyer, Fall River, KS
Kristine Murray, Buffala Grave, IL
Byran Nard, Tapeka, KS
Billy Schultz, Herndon, VA
Tam O'Sullivan, Hastings an Hudson, NY
David Okawza, Fairfax, VA
Daniel Paskiewicz, Norfalk, VA
Jamie Philip, St. Jahns, Antigua
Calin Reid, Whiteharse, Yukan
Jere Sweigart, Ephrata, PA
Lewis Weil, El Pasa, TX
Jasan West, Haustan, TX
James Wilkes, Flint, MI
Jaey Williams, Nekoosa, WI
Chris Wu, Pensacola, FL
Rhett Wuthrich, West Valley City, UT
Daniel Yarnell, Arma, KS
David Yark, Oswego, KS
Chris Zeger, Sadus, NY

Fourth Place (*Game Players Encyclapedia*, Vol. 4)
Timathy Aguirre, Sacramenta, CA
Jana Andersson, Chicago, IL
Cesar Beltran, Hauston, TX
Barry Bagart, Part Crane, NY
Richard Bracious, Sykesville, PA
Teddy Burke, Golden, CO
Jasan Butler, Leitchfield, KY
Sharon Coak, Niles, IL
Jahn Creps, Delta, OH
Tim Desmond, St. Louis, MO
Nick Dicorete, Waco, TX
Michael Dawns, Wichita, KS
Jash Cachran, Bellbroak, OH
David Hansen, Barringtan, IL
Jess Heichel, Shreve, OH
Gregory Heikkila, Sterling, VA
Rick Heiser, Daytan, OH
Ahmad Issa, Seffner, FL
Andrew Jewett, Osceala, IN
Nevada Jones, Beacan, NY
David Kantrawitz, Silver Spring, MD
Ben Kauffman, Belgrade, MT
Austin Kelly, Grapevine, TX
Michael Kocian, Wharton, TX
Janathan Kalbasa, Plymauth, MI
Dustin Lewis, Pittsbara, IN
Tim Luttan, Miltan, WI
Jash Madisan, Siaux Falls, SD
Kyle Mahaffey, Lancaster, OH
Chad Martan, Baltimare, MD
Oliver Ong, Carsan, CA
Jasan Pace, Orlanda, FL
Bradley Prewitt, Sandy Haak, KY
Ben Rhodes, Upperville, VA
Abby Schmidt, Raslyn, SD
Sean Siebe, Arnald, MO
Tam Smith, Dawning, MO
Alex Stathatas, Astoria, NY
Michael Stewart, S. Glen Falls, NY
Megan Stier, Belle Plaine, MN
Alex Summers, Sanford, NC
Anthany Vaccara, Durhamville, NY
Brett Vasu, Cary, NC
Ryan Ward, Brush Prairie, WA
Jash Wells, Bartlett, TN
James Wilcackson, Chatham, IL
Neil Wolf, Sheboygan, WI
Jason Wright, Champaign, IL
Tina Zimmerman, Missouri City, TX
Adam Zschau, Blaamington, IL

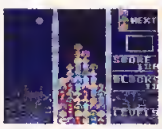
GAME REVIEW RATINGS

10 — Incredible
9 — Outstanding
8 — Excellent
7 — Very Good
6 — Good
5 — Average
4 — Below Average
3 — Weak
2 — Bad
1 — Worthless

Game Gear's™ the other.



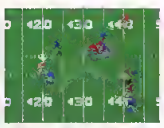
Columns™ (included with system)



Castle of Illusion™ starring Mickey Mouse



Joe Montana Football™



Clutch Hitter™



Chessmaster™



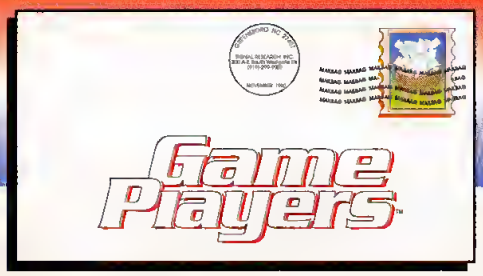
Super Monaco GP™



Sonic is always a cut-up, but if you want him to go, put down the scissors and pick up Game Gear. With 32 on-screen colors, great Sega graphics and optional stereo sound, Game Gear is the only way to play. And Sonic is leading a huge pack of wild games available on Game Gear. Over 75 titles in 1992. So get moving. Get Sonic The Hedgehog on Game Gear.

GAME GEAR™
COLOR PORTABLE SEGA GAME SYSTEM

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MAILBAG



Castlevania II: Belmont's Revenge

Are there any special tricks you can do to beat Iron Doll, the Angel Mummy, and the Kumulo and Nimbler in *Castlevania II* for the Game Boy?

Eric
Bartlesville, OK

To defeat Iron Doll, kneel down and hit him in the legs. When his armor falls off, keeping hitting his legs.

For the Angel Mummy, stand on the platform in the center and keep swinging your weapon. When the enemy lowers its trident, hit it in the head with your whip or other special weapon.

Finally, to destroy the Kumulo and Nimbler, be aggressive and go for their lower heads while ducking the neck bones.



Time Lord

I've been playing *Time Lord* for a couple of months, but I can't get the orb that moves up and down in Dead Man's Gulch. Could you help?

Sierra
Toulon, IL

Stand on the far right of the screen so that the ore is on the far left. Jump up and shoot the orb, which momentarily freezes it. Continue shooting it while you jump toward it. When you get close enough, you can simply grab it.



Uninvited

How and what do I use to get the key from the game room creature in *Uninvited*? Is there anything in the maze behind the church besides zombies? Of the three buildings behind the mansion, the church and greenhouse were no problem, but the third is giving me trouble. How do I get inside?

Ralph
Patterson, NC

To get the key, leave a cookie for the creature that's locked up in a safe behind the mansion.

There's a very important gem in the middle of the maze, so keep exploring until you find it.

And to get inside the third building, use thunder. If you don't have it, check the magic book of spells in the first three rooms.



Battletoads

I'm having trouble with the high ramps in the turbo tunnel of *Battletoads*. Could you help?

Michael
Olive Branch, MS

Thee's no real trick here — it's just a matter of timing. Jump in the air right **before** *you see the high jump. Timing is crucial, so practice and soon you'll be battletoading your way to the end.*



StarTropics

My brother, sister, and I are having trouble with *StarTropics*. We're trying to get to Maxie of all Minies on chapter 3 in the ghost village. Please tell us how to get to him.

Ralph
Nashua, NH

First, go to the the graveyard and press on all the tombstones. Then look for a room with a staircase and a pink slug. Kill the slug and stand in its place. Push to the right and walk through the wall.

When you reach the dead end where the mummies are, jump up and over the water.



Indiana Jones and the Last Crusade

I have a question to ask about *Indiana Jones and the Last Crusade*. In the hide-out for the bad guys, how do you find the tunnel that leads to his father?

Frank
Plaquemine, LA

The floor plans to the castle are randomly generated, so we can't tell you a direct route. However, we can tell you that Henry is always held on the fifth floor in the room to the far right. When you're in this room, sit in the chair, then enter the fireplace to find your dad.



Crystalis

I have questions about the third level of *Crystalis*. How do you get the Sword of Water? How do you cure the two people in the waterfall cavern? Why does the guy chase you away from the cavern? And how do you get the Spell of Change? Can you help?

Jason
Watsontown, PA

To find the sword, look behind the waterfall in Portoa. You can cure the two people by using the Flute of Lime.

You won't be able to make friends with the guy in the cavern until you have the Sword of Water. Give it to him as a gift.

Don't expect to get the Spell of Change until later in the game. When you sail into the ocean, you'll find a love pendent. After calming the angry sea, take the pendent to kensu in the town of Swan. He has the spell.

GP

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1991 Game Players 1991



ANNUAL AWARDS



The big Nintendo videogaming news in 1991 was, of course, the long-awaited introduction of the Super NES. Since its release in September, the SNES has been in a head-to-head battle against the Sega Genesis in a 16-bit battle royale. No winner has been declared — *Sonic the Hedgehog* is making a strong showing against the force of *Super Mario World*. It looks like Nintendo and Sega will be slugging it out for some time to come.

However, one thing was obvious in 1991. With most of the Nintendo game publishers concentrating on Super NES, the overall quality of new 8-bit NES games dropped dramatically. Sure, there were notable exceptions, but not notable enough to make us award an NES Game of the Year for 1991. Many new 8-bit games covered territory that had been explored before — in terms of plot, graphics, and game play.

On the other hand, we did award a Super NES Game of the Year, but there were not a sufficient number of SNES games available to flesh out most award categories. December 1 was our cut-off date for judging; if a game was released after that date, it's eligible for the 1992 awards.

Best NES Arcade-Action Game
Mega Man 4 — Capcom

This fourth outing for our robotic hero features the same reliable game play and crisp graphics that made the previous adventures top-notch. But even though this is a first-rate NES game, when a character named DustMan becomes a new enemy, we worry that *Mega Man* may be running out of creative steam.

Best NES Graphic Adventure
Fantastic Adventures of Dizzy — Camerica

Camerica proves that you don't have to be a Nintendo licensee to produce a great game. *Dizzy*, a Nintendo-compatible game, is tons of fun, with great graphics and an engaging storyline.

Best NES Role-Playing Game
Uncharted Waters — Koei

Koei broke away from its series of Asian history epics (*Nobunaga, Genghis Khan*, etc.) to develop this terrific game of sea-faring exploration that lets you discover new worlds while defeating enemy armadas.

Best NES Sports Game
Ryne Sandberg Plays: Bases Loaded 3 — Jaleco

Here's a sequel that really improves on the original (not like the strange biorhythm feature in *Bases Loaded 2*). *Bases Loaded 3* rates not only the players, but it evaluates *your* performance. Nice job!

Best NES Strategy Game
Pirates! — Konami

Dueling, pillaging, and sailing the seven seas blend into one scallywagging adventure with this computer translation, a great combination of graphics, role playing, and action.

NES Special Achievement
Sesame Street Educational Series — Hi Tech Expressions

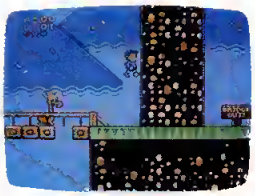
These games — featuring Big Bird, Ernie, Grover, The Count, and other popular Muppets — have sharp graphics and a terrific voice chip (in the newest

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games), with a sense of fun that's captivating to children.

NES Excellence Awards:

Batman 2: The Return of the Joker — Sunsoft

Battletoads — Tradewest

MetalStorm — Irem

Micro Machines — Camerica

S.C.A.T. — Natsume

TailSpin — Capcom

Tecmo Super Bowl — Tecmo

Super NES Game of the Year
Final Fantasy II — Square Soft

Here's a *true* role-playing game that actually features person-to-character interaction — in addition to rollercoaster action and a terrific storyline. We can't *wait* for the sequel!

Best SNES Arcade-Action Game
Super Mario World —
Nintendo of America

What can we say? There's no other game that takes familiar heroes and villains and *still* manages to make the action look fresh and exciting. Mario's first SNES adventure is enormous and enormously satisfying.

Best SNES Sports Game
Super Tennis —
Nintendo of America

It's tough to beat but worth the effort. Tennis simply can't be done better than in this sensational simulation with its variety of serves and moves. Try the two-player mode!

Best SNES Strategy Game
Sim City —
Nintendo of America

Here's a computer game that's truly been adapted for the Super Nintendo. The city-building simulation features Nintendo characters and humor, and if you're a good leader, you get a statue of Mario for your town!

SNES Excellence Awards:

ActRaiser — Enix

Castlevania IV — Konami

F-Zero — Nintendo of America

Pilotwings — Nintendo of America

Populous — Acclaim

Super Bases Loaded — Jaleco

Super Ghouls 'n Ghosts — Capcom

U.N. Squadron — Capcom

Game Boy Game of the Year
FaceBall 2000 — Bullet-Proof
FaceBall has a two-player (or more!) game that's like no other. Using the Game Link video cable, you hunt down your competitors in video tag. You can't see them, and they can't see you. The result is innovative and fun.

Best Game Boy Arcade-Action Game
Teenage Mutant Ninja Turtles II — Back from the Sewers —
Ultra
Not only does *TMNTII* have great graphics and large characters, but it also gives you more variety than almost any other Game Boy action game. Everything's done extremely well.

Best Game Boy Role-Playing Game
Final Fantasy Legend II —
Square Soft
This huge role-playing game has a terrific storyline — you really *care* what happens, instead of simply pushing your characters through hordes of monsters. There's also a nice touch of humor.

Best Game Boy Sports Game
Tecmo Bowl — Tecmo
The great NES game is terrific on Game Boy, too! *Tecmo Bowl* has great passing action and a strong rushing attack.

Excellence Awards:

Battletoads — Tradewest

Beetlejuice — LJN

Castlevania II: Belmont's Revenge — Konami

Hatris — Bullet-Proof

Mega Man in: Dr. Wily's Revenge — Capcom

Metroid II: The Return of Samus — Nintendo

Prince of Persia — Virgin Games

Super R.C. Pro-Am — Nintendo of America

Sega Genesis Game of the Year
NHL Hockey — Electronic Arts

PC Game of the Year
Chuck Yeager's Air Combat —
Electronic Arts



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Contra III blasts onto Super Nintendo



Jonathan Gagnon

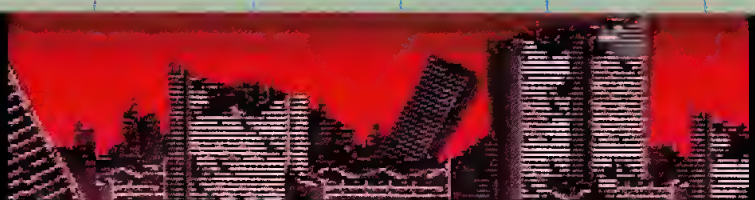
Are you ready for a hardcore alien-stomping jamboree? Well, make sure your seatbelt's fastened when you sit down for a session of *Contra III: The Alien Wars* — this game is going to blow you off your feet. Not only are the graphics extremely well done, but the game play is also super smooth.

By the year 2636 the alien fiends in the other *Contra* games have been squelched by soldiers highly trained in guerrilla tactics, the Contraspirits. But the aliens have just enough strength for one final push, and even the Contraspirits may have trouble putting down the invasion. Two men set out to free a city occupied by the aliens — and that's where you come in.

Because of all the action in *Contra III*, you might expect the slowdown found on other Super Nintendo shooters. But Konami has done a great job of keeping the action fast and the pace at break-neck speed. But it's the originality that sets *Contra III* apart. You've never seen bosses like these, and you can also use two weapons at once to fry the aliens.

Want a fast-paced game with virtually no slowdown, great graphics, an awe-some two-player option, and so much action that you'll miss something if you blink? Look no further than *Contra III*.

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KEMCO▲SEIKA

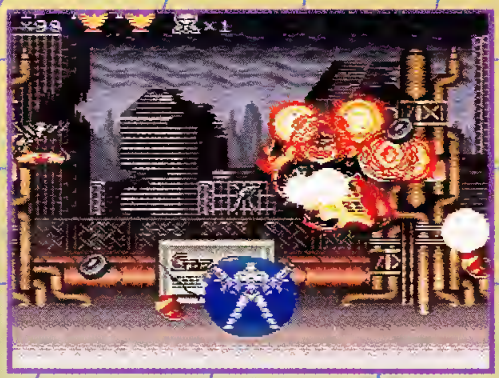




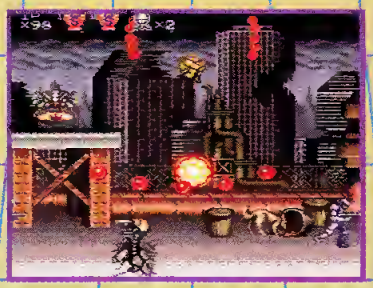
You can head out on your mission alone, or take your partner along.



The aliens have destroyed the city — now it's up to you to make them pay.



Grab the shield and destroy the car right at the start of the game. Notice that your soldier can carry two different weapons at once.



You can encircle yourself with shots by using both weapons at once. Watch out for vicious dogs as well as guns that suddenly pop out of the ground.



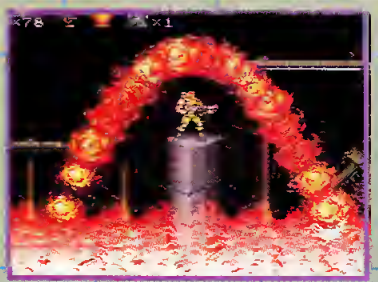
Take out the enemy on top first, then drop to this level and keep shooting the spray gun. Your shots hit the red target, while their shots don't come close to you.



The aliens on the ground can't hurt you when you're in the tank, but the ones on top can drop grenades into the tank.



This dogged tank's bark is worse then its bite. But you can stand against the wall and fill him with bullets while his bombs sail right over you.

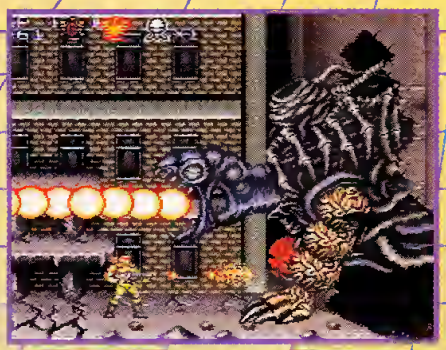


Don't rush your mission — stand on this concrete slab to avoid the fire from the bombs.



No, this plane isn't coming out of the screen. Stand on this concrete slab to avoid the fire from the bombs.

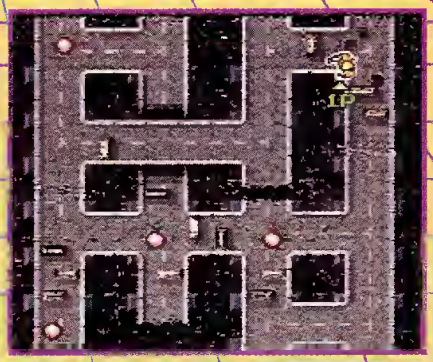




When the turtle shoots fire, take the time to fill the red vulnerable spot with your ammunition.



This enemy rotates and shoots at the same time. You'll be dusted if you don't duck when the bullets head your way.



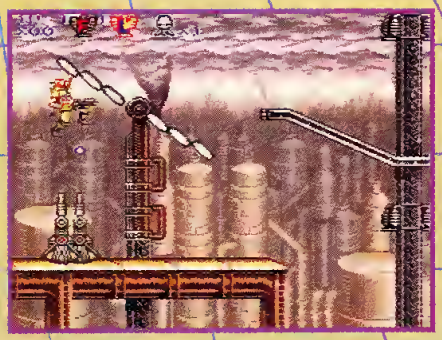
Check the map to find the locations of your alien enemies.



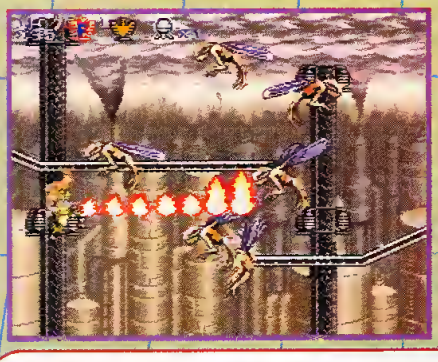
Heat-seeking missiles are great for this level — notice how they zip around barricades to find the enemy.

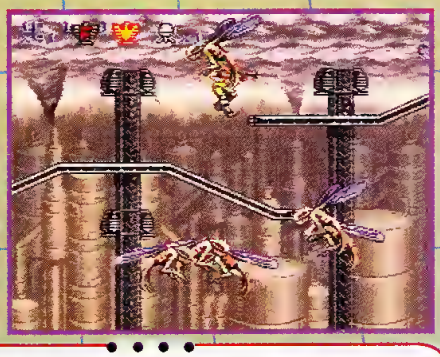


This spiderish boss scrolls upward and tries to land on you. When you see him headed up, run away so he misses his mark.

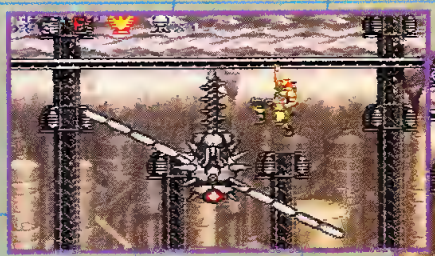


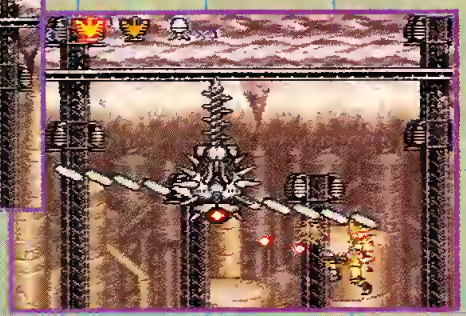
These rotating platforms help you reach higher ledges.



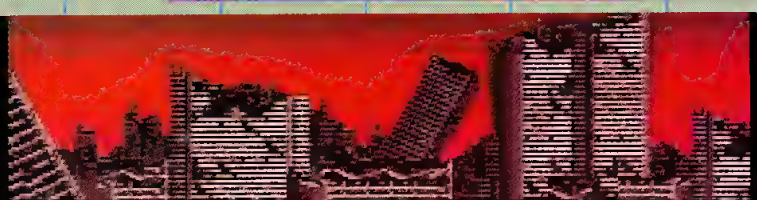


Roast these aliens before they can pick you up and drop you.





This alien tries to drill you into the platform. Use the rotating platform to get near the red target.



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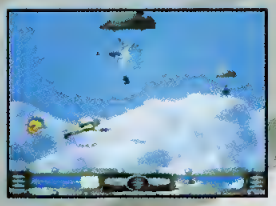
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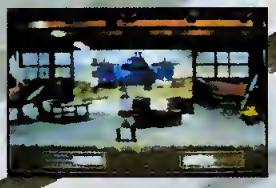
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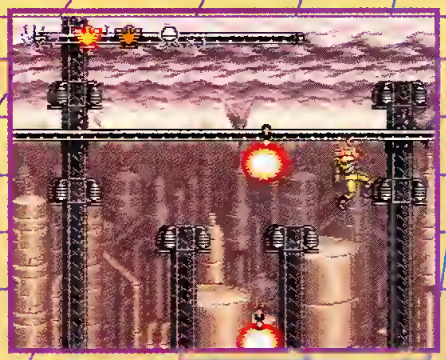
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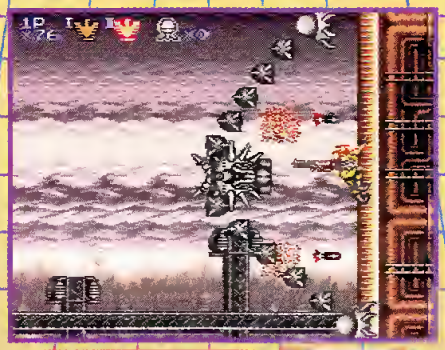
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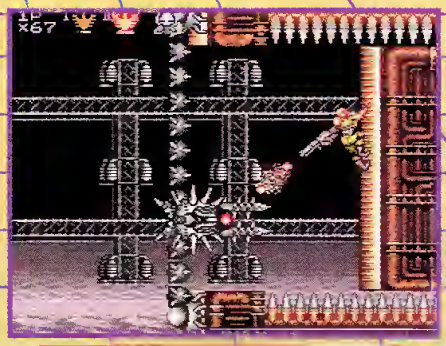
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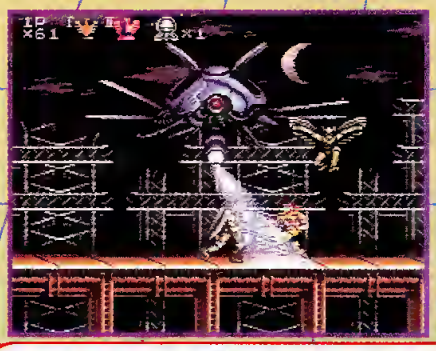
Missiles start coming up from below after the alien has been defeated.

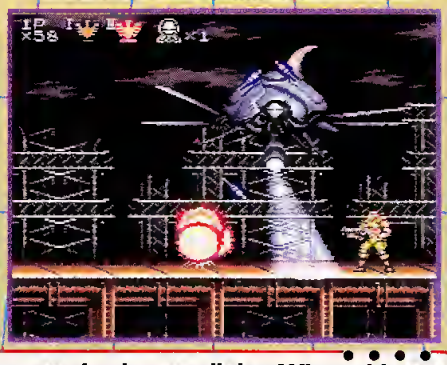


Not only must you stay within this alien's feet as you scale the wall, but you must also avoid the missiles he shoots — and your blasts don't phase him until you reach the top.

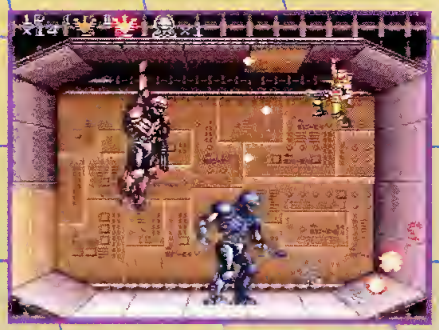


What's with these drills? When you see the red vulnerable spot, shoot at an angle so his drill doesn't pierce you.

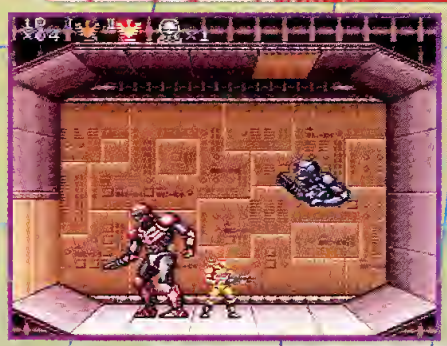


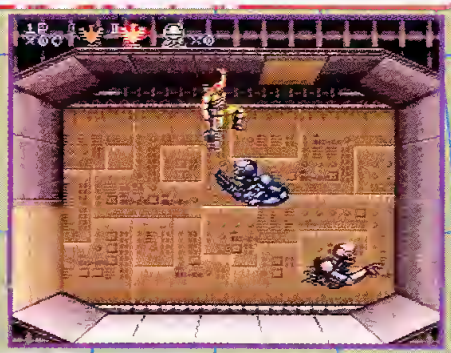


It doesn't take a genius to know not to go in the spotlight. When this guy drops bombs, his vulnerable red target is covered up — your best bet is to stay to the far left or right.



Now's the time to start sweating — these aliens are tough. Be especially careful of the red one because he can hang on the ceiling just like you can.



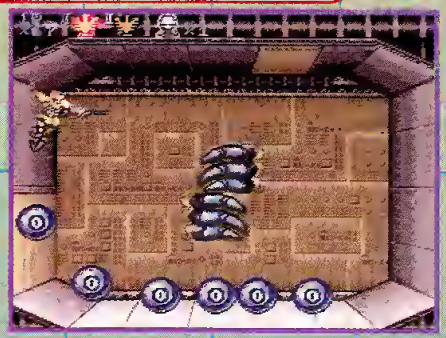


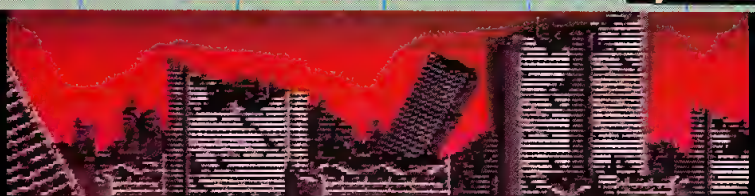
Once you've pumped the aliens with enough ammunition, they turn into heads. Hang on the ceiling after they've transformed — they can't touch you there.



Don't rest — the action is just beginning. This alien is ready to stomp you into the landscape.

When the alien drops the time bombs, move as far away from them as possible.







BUSTER NEEDS YOUR HELP TO SAVE BABS FROM MONTANA MAX BEFORE IT'S TOO LATE.

Acme Acres is in trouble to the *max*. That bratty billionaire has captured Babs Bunny. So Buster's got to get hopping on a wild rescue romp!

Luckily he's got the help of his kooky pals Dizzy Devil, Furrball and Plucky Duck. And how! Dizzy Devil spins himself silly to break through rock solid walls. Furrball climbs straight up walls. And Plucky swims and glides through the air like a...duck. Along with Buster's powerful bounce, Monty will be toast!

Maybe. Six hairy scary levels show you a gazillion ways that Monty will try to trip you up. He's hired a gang of goofballs gone bad to greet you, like the ever clever Roderick Rat, iron-pumping Arnold the Pitbull and hug-happy Elmyra. If that weren't enough, you've got to beat the clock as you struggle through haunted forests, creepy pirate ships, secret chambers and finally Monty's Mansion.

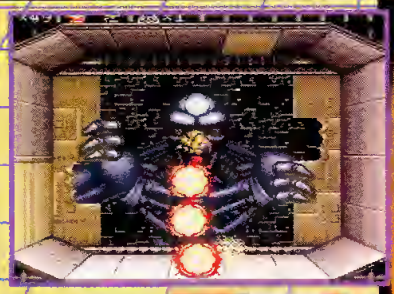


The Toonsters need your help now. So "Toon" up your NES™ and let Montana Max know who's boss!

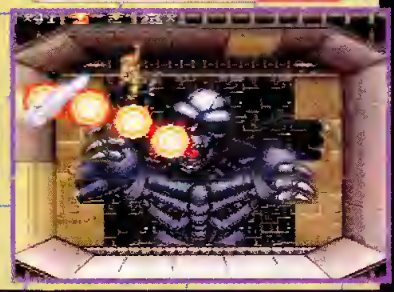


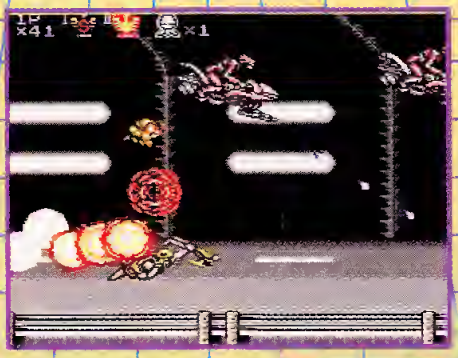
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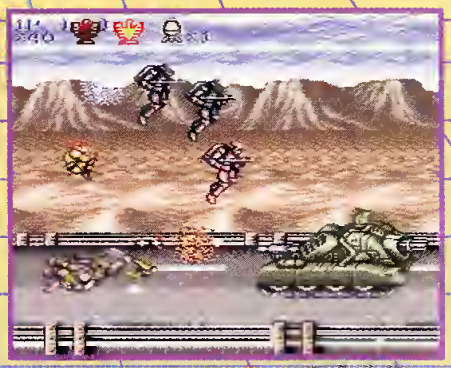


In the novice and expert mode, you need to jump over his flame. In the easy mode you can outrun the flame.

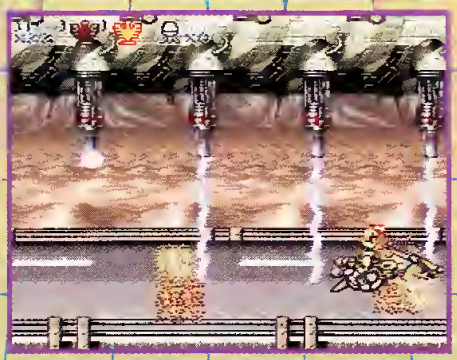




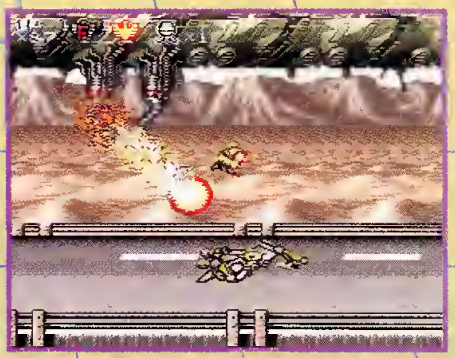
If you think that a bomb is about to hit your motorcycle, leap in the air to avoid the explosion.



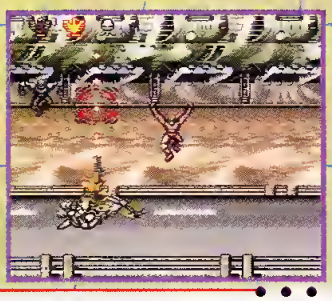
The same goes with this tank. To survive, you need to somersault over its shots.



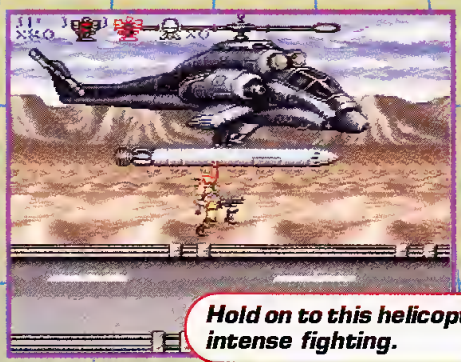
Don't become a roasted marshmallow — stay between these electrical beams.



A big gun means a big missile. Jump over the shot and proceed with your mission.



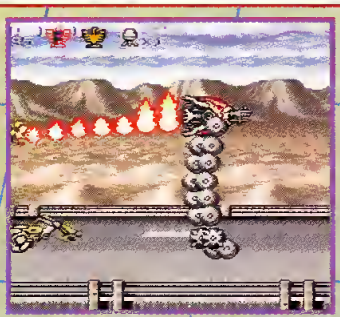
Here your target is the gray alien. You can continue after you destroy him.



Hold on to this helicopter for more intense fighting.



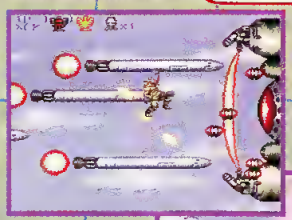
This villain just won't let up. Hop over his metal cord while waiting until he pulls himself up to the helicopter.

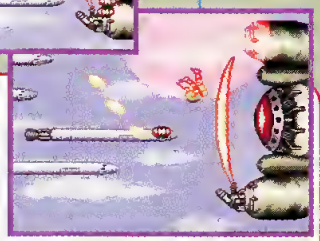


To defeat this alien, shoot his gun. It's not easy — you must somersault in the air to hit it.

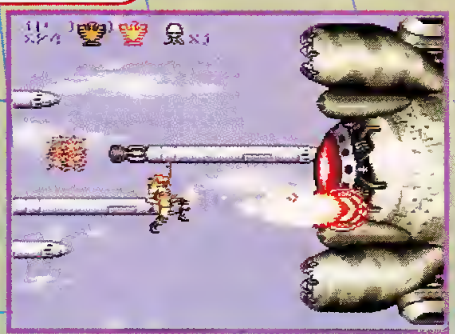


This is where the helicopter releases you.





To remove the shield, hit the upper and lower guns. If you're about to be hit, detonate a smart bomb so the last laugh is yours.



With his shield gone, the odds are even. Keep blasting the red target with all your power.



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KOOKY KLAN STARS IN

The Addams Family

Vince Matthews

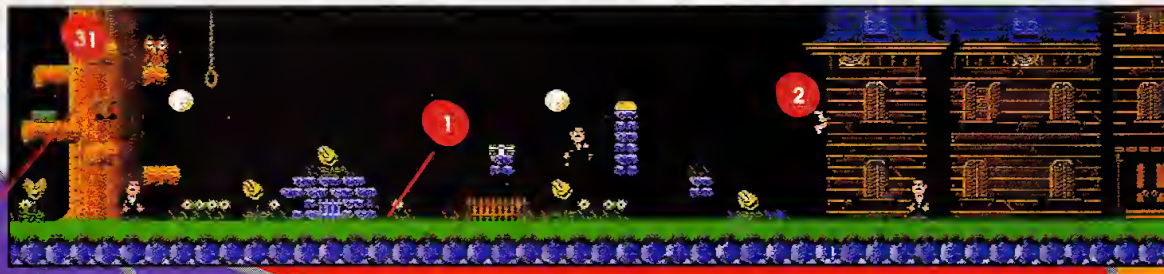
It's been more than 50 years since cartoonist Charles Addams began drawing a strange family for *The New Yorker* magazine. It was the mid-sixties before the family got names for its debut in a TV sitcom. The 1991 Paramount picture revisited the ooky folks, and now you can pay a call on The Addams Family whenever you wish — Ocean has developed an NES videogame starring Gomez, Morticia, Pugsly, Wednesday, Thing, and the rest.

In *The Addams Family*, the brood has been evicted from its home by sneaky attorney Tully Alford, who's after the family fortune. Morticia, Lurch, Grand Mama, Pugsly, and Wednesday head for the lawyer's office to ask him to reconsider their eviction, but the family members never return.

As Gomez hunts for the missing characters, he gives you the grand tour of the Addams family homestead — a museum-like mansion that's full of secret rooms and mysterious puzzles that must be pieced together. You must help him rescue his family and recover his family fortune, or else Tully Alford will be the new resident of 000 Cemetery Ridge.



Treehouse



Treehouse *Starting Point* *Mansion*

1. You need $1 million to save Morticia.

2. Pugsly needs a shrinking potion to get out of the escape chute. Look for the ingredients scattered around the grounds and inside the house.

3. While outside, make sure you duck to avoid the balls thrown from windows.

4. Visit the crypt to the right of the grounds.

5. The crypt not only holds the wandering remains of Addams members past, but it also hides the key to the front door — and a ton of money.

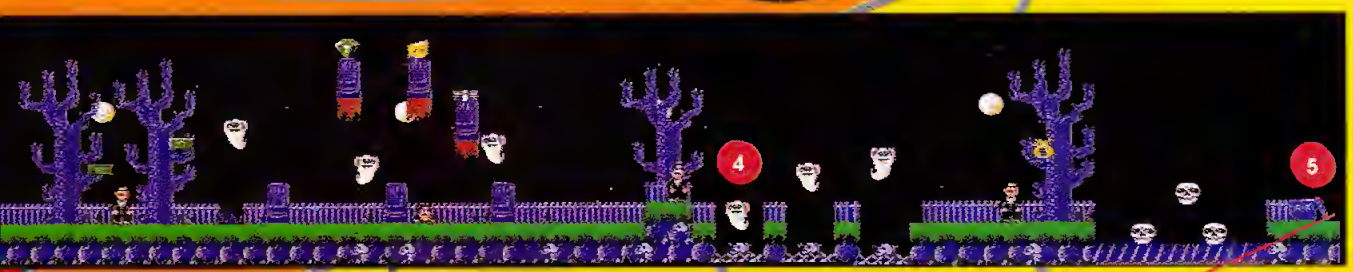
6. Jump on top of this ancestor to get the front-door key.

7. Once you've gotten the key, head back to the house. But first collect money from every room in the crypt.

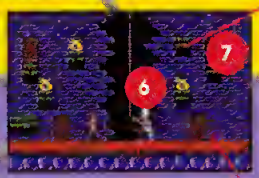
8. The bone hidden at the top of the crypt is a potion ingredient you need to free Pugsly.

9. Carefully move forward to trigger the falling spikes, so you can grab the bone without injury.





Graveyard



Crypt



Bone Room

NEW! FOR THE NINTENDO ENTERTAINMENT SYSTEM®

"I love the smell of cannons in the morning!"

—King Stanley The Loud—

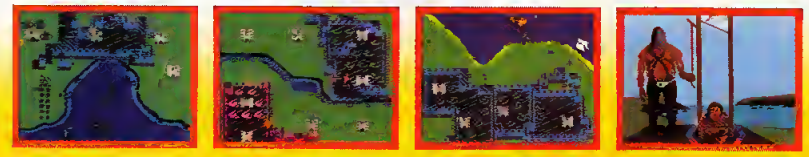
Love a good fight? Then take a deep breath and get a whiff of the arcade smash hit, Rampart™ — Medieval warfare so real you can almost smell the gunpowder.

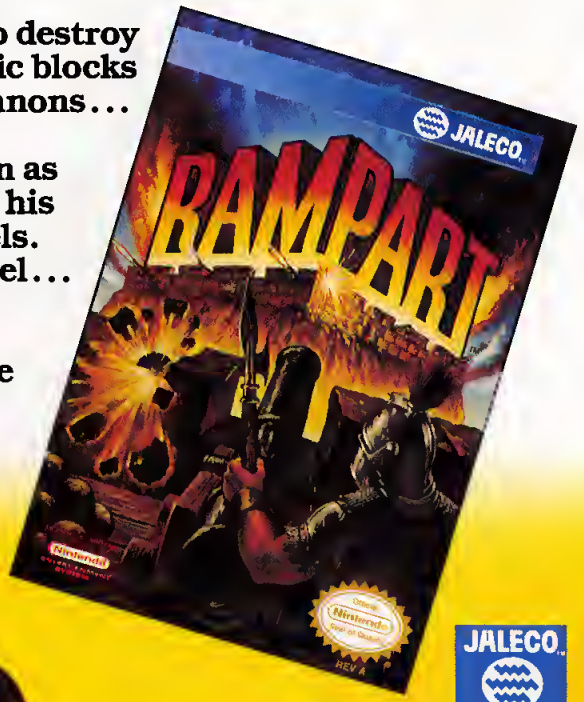
Blast away at your enemy's castle as he tries to destroy yours. Then rebuild your castle walls with geometric blocks in a frenzied race against the clock. Earn more cannons... expand your fortress... then start firing again.

Two players fight directly against each other in as many as 9 thunderous battles. One player defends his castle by blasting at enemy ships on 6 furious levels.

The fastest action to come out of a cannon barrel... the best strategy to come of your head... together in Rampart!

So look for Rampart now at your video game store. And have yourself one *BIG BLAST!!*





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RAMPART

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- 7 levels of programmed adventure—you choose the action!
- State-of-the-art graphics featuring 8-direction scrolling!
- "Anti-gravity" levels force you to fight upside down!
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Shatterhand.
It doesn't pull any punches.



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10. Tully has traps all over the house — even the chandelier in the main hall is rigged to come crashing down when you open the door. Move to the left, out of harm's way.

11. Begin your search in the kitchen, where you can rescue two laved ones.

12. After you've saved Grandma and Wednesday, climb the furnace pipes to get the bucket.

13. Work your way to the far right of the freezer to rescue Wednesday. It's not easy — the ice is slippery, and penguins and snowballs block your way. Don't forget the money and jewels.

14. Position yourself below each crack, then jump into it as snowballs roll by.

15. The Addams are naturally cold-blooded, but Wednesday still needs thawing out.

16. Time your jumps so you can land on ice as it resurfaces.

17. Here's an extra life.

18. When you take Wednesday to the furnace to thaw, she gives you the key to the attic.

Look for Grandma in the furnace as well.

19. Jump on the shelf next to the chandelier, then jump over the monster as he walks under the chandelier so it falls on his head. Now you've got a clear path into the conservatory.

20. Don't dawdle in the conservatory. You can't destroy the plants, so just try to avoid them. Grab the umbrella, then go to the landing.

21. The landing contains a secret room you can enter by pressing Up on your controller and jumping in front of the mirror.

22. Collect all the money here and in the landing.

23. Thing is in the master bedroom. Jump up to the top shelf, then use the bed as a springboard to reach him.

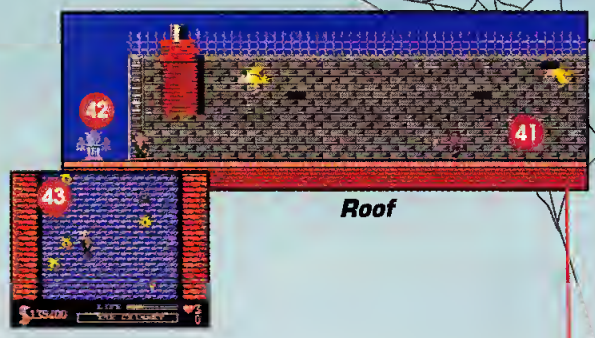
24. Thing gives you limited invincibility. Save it for later use.

25. When it rains, it pours — money and spiders. Collect the cash while avoiding the spiders.

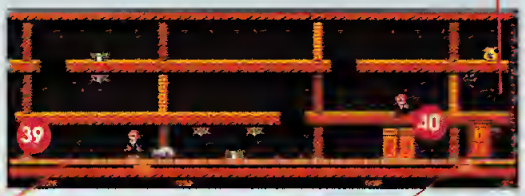
26. There's a snorkel in the upper left you can reach if you use the jacks-in-the-box. Jump on the toys only when they're smiling.

27. Grab the moneybag here, then continue to the other rooms.

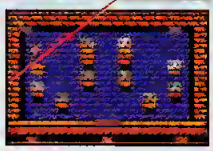
28. Jump to the top of the screen and pull the rope in the left corner to turn on the shower. Now fill the bucket you found in the kitchen.



Roof



Attic


Secret Room

Landing



Pugsley's Room Wednesday's Room Bathroom Fester's Room Toy Room



Study





Gallery





Library

29. The key to the treehouse is in this room. Collect it and the money.

30. Grab the money in Pugsley's room, then drop down the hole to the right.

31. While outside of the house, go to the treehouse and collect another potion ingredient, the bird egg. (See map P. 46)

32. Trap the bear rug with the snare found just above you when you enter the room. Jump up to trigger it.

33. Move the stool under the musical piece on the right, grab it, then ring the bell. Lurch comes and takes the script from you.

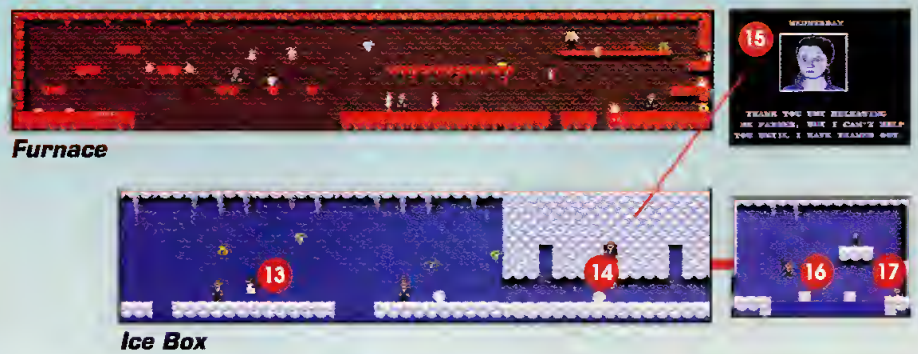
34. As you enter the ballroom, Lurch is playing the organ. This causes the monsters to dance, and you're able to enter the glass door.

35. Collect the money in the woods while advancing to the left.

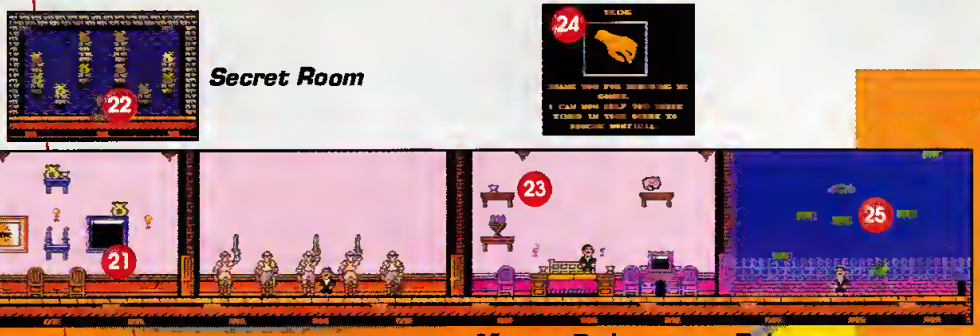
36. Use the frog to get the extra bags of money on the other side of the pond.

37. There's a wrench in the pond that Grandma can use to repair the fog machine — giving you the fog machine ingredient.

38. There's a secret room to the far right of the pond. Keep swimming to avoid the jellyfish — *don't* use Thing yet.







39. After you've collected everything from the pond, go back into the house and go to the attic. Collect the money there and continue to the right.

40. To enter a secret room, jump on top of this cabinet and press B on your controller.

41. Go left, watch for falling bricks, and use Thing if you need to.

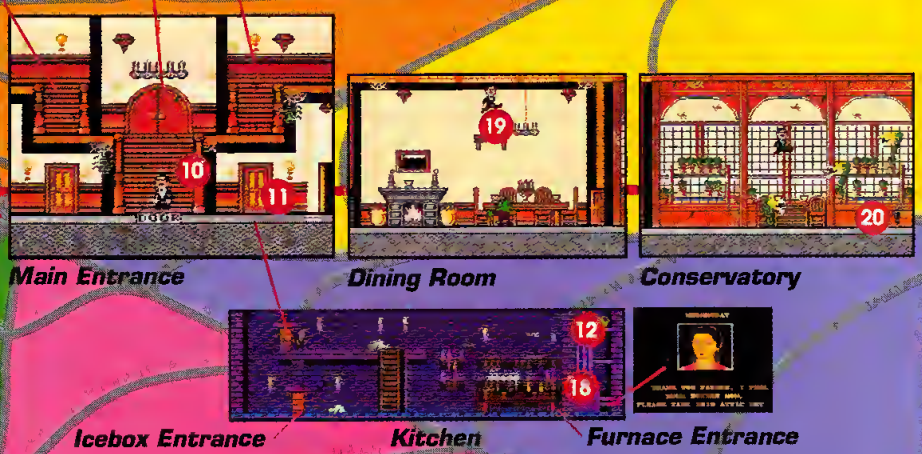
42. The fog machine is on the edge of the rooftop. Collect a piece of fog, then climb the ladder to the chimney.

43. As you're falling, collect money and an extra life.

44. Now that you have the potion ingredients, go to Pugsley's room and drop down the hole to the right to free him. He helps you later.

45. Return to the library for the musical piece on the left. Summon Lurch again to give him the music. There's still adventure ahead — and you still have Morticia to rescue.

Ocean; 1855 O'Toole Avenue;



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L'EMPEREUR



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William R. Trotter

Now that Koei has issued sequels which upgrade and refine its line of strategy games set in ancient Asia (*Nobunaga's Ambition II* and *Romance of the Three Kingdoms II*), the company has taken a leap in time and space. *L'Empereur* is set in Europe, not Asia, and it's set in the 19th century, not the Middle Ages.

This first simulation of Western history invites you to relive the career of Napoleon Bonaparte, the greatest soldier of his age — and a man who very nearly united Europe under the French flag.

L'Empereur has similarities to Koei's earlier games: You issue monthly "officer commands" at the lower levels of difficulty, adding "government commands" when you achieve the rank of first consul or emperor. Although still important at certain times, economic development is not as overwhelmingly vital as it was in *Nobunaga* or *Romance*, leaving you a freer hand to build and deploy armies.

On the other hand, diplomacy is even more important (and more complicated!) in Napoleon's Europe than it was in Nobunaga's feudal Japan. You must forge alliances, impose trade embargoes, build up supplies in strategic locations, and impose taxes to keep the whole empire running smoothly. It isn't easy.

There's more variety and detail in the chessboard-style combat system than ever before, and artillery is added for the first time in a Koei game. By positioning your cannon on good terrain, you can smash enemy units at long range, or weaken them in preparation for a thunderbolt cavalry charge. The infantry units can also build and blow up bridges, or assemble entrenchments to strengthen their lines.

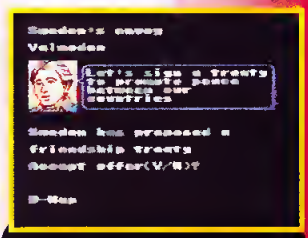
One especially gratifying piece of accuracy is present in *L'Empereur* — Napoleon's ability to raise the morale of his troops with a speech. In many battles, a "rally" command from the emperor is enough to turn defeat into victory.



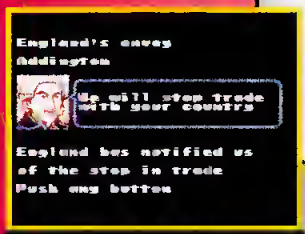
More than 250 actual personalities — generals, diplomats, and assorted members of the nobility — are found in *L'Empereur*.



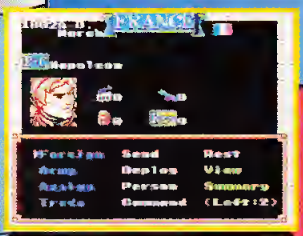
Empress Josephine butts in from time to time with complaints and requests. You can ignore her (as the real Napoleon usually did) without being penalized.



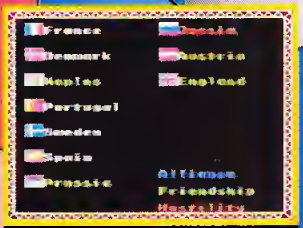
Sign treaties or alliances in order to strengthen your strategic position.



Starting or stopping international trade is one of the non-military weapons nations can use against one another.



Commands shown in blue are executed on a national scale and become available only after Napoleon has reached a fairly exalted rank.



Use the View command to plan foreign policy. Friendly nations are shown in green, allied countries in blue, and hostile ones in red. White lettering denotes a neutral nation.



Be sure to choose the right officer for each task. Tallyrand has little ability as a field commander, for example, but he's valuable in matters of finance and diplomacy.

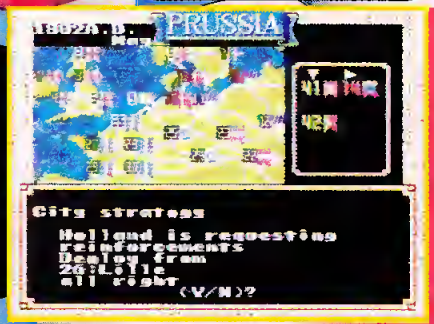


Ultimately, you want to control every city shown on the strategic map. During each turn, messages inform you of major developments and acts of war.



Use the Officer Command menu to recruit men, buy horses, and order more cannons.

If an ally requests reinforcements, it's a good idea to send whatever you can — you may need the favor returned in the future.



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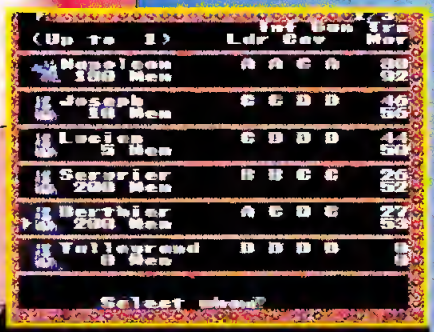
Bullet-Proof Software

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There are four scenarios to play, each set in a different period of the real Napoleon's career. For example, you can begin as a lowly garrison commander in Marseilles, building your authority and your forces slowly, recruiting good generals, and learning how to handle your troops.

Or you can jump right in at the height of Napoleon's power when he was emperor, finding yourself embroiled in large-scale conflict with powerful enemies such as Russia and England. The Russian campaign scenes are especially interesting to play. You face the same challenges as the real French army: scorched-earth tactics by the retreating Soviets, the onslaught of harsh winter weather, and the merciless attacks of Cossack raiders.

L'Empereur is Koei's most complex game yet, and it's also the best looking. Eight-bit game graphics don't get much better than this.



Use the View command to check your officers strengths and weaknesses, then go to this screen to send the new recruits where they can do the most good.



The strategic map shifts in increments, showing you about a third of the total playing area each time you select a portion.



Troops should build their own bridges across many waterways, even though it may take more than one turn for the construction.



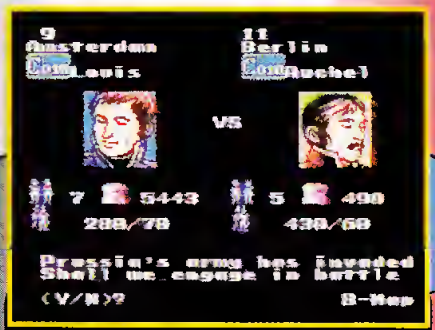
The screen changes colors to indicate which enemy units are within cannon range and which are not. Put your artillery on hills or other elevations whenever you can.



While it's sometimes instructive to view other general's battles, the game slows to a crawl if you elect to do so.



Before starting a campaign, use speeches by Napoleon or other leaders to bolster troop morale. Don't forget that the emperor's mere presence on the battlefield can sometimes spur the troops to victory.



Before beginning a defensive battle, you can preview the odds, then decide whether to fight or withdraw.



There's more variety of terrain and tactics in *L'Empereur* than in any of Koei's previous simulations.

Cavalry charges can be devastating — especially when they're preceded by an artillery barrage.





TERMINATOR 2™ JUDGMENT DAY

ON NES™ & GAME BOY®

T-800 DATA FILE/READ ONLY

1997: THOSE WHO SURVIVED THE THERMONUCLEAR DESTRUCTION CALLED IT JUDGMENT DAY...BUT THEY LIVED ONLY TO FACE A NEW NIGHTMARE; THE WAR AGAINST THE MACHINES.

2029: SKYNET, THE SUPER COMPUTER THAT CONTROLS THE MACHINES, SENDS A T-1000 TERMINATOR BACK THROUGH TIME. IT IS PROGRAMMED TO TERMINATE JOHN CONNOR BEFORE HE BECOMES THE LEADER OF THE RESISTANCE!

IF IT SUCCEEDS, HUMANITY IS HISTORY.

NO FATE BUT WHAT YOU MAKE ON NES™:
You are a T-800 terminator. ***It's a T-1000.*** You carry a lever-action Winchester. ***It's invincible.*** You have on-screen target search displays. ***It's made of liquid metal.*** You have 10 barrels of high-explosives. ***It is the ultimate weapon of destruction!***



Destroy Skynet defenses in the future.



Red line young John Connor to safety!



Lend a hand to the Resistance—destroy the terminator endoskeleton.

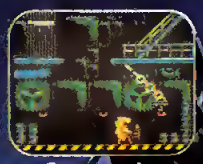
FIGHT IN THE FUTURE...SAVE THE PAST ON GAME BOY®:
First battle titanium hyperalloy T-800's as the John Connor of 2029. Then, enter SKYNET, capture your own T-800, and become the Harley riding, grenade firing, terminator of today!



The battle for tomorrow begins today...with you!



These bikers are tough, but they ain't seen nothing like a T-800!



Can you take the heat? Destroy the T-1000!



Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®. "Hasta la vista, Baby!"

Terminator™ 2: Judgment Day© 1991 Carolco Pictures. (U.S. & Canada); Carolco International N.V. (All other countries). All Rights Reserved. Used by LJN, Ltd. under authorization. Nintendo®, Nintendo Entertainment System®, Game Boy® and the official seals are trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. ©1991 LJN, Ltd. All rights reserved.

TEENAGE MUTANT NINJA TURTLES

BACK FROM THE SEWERS!

Jonathan Gagnon

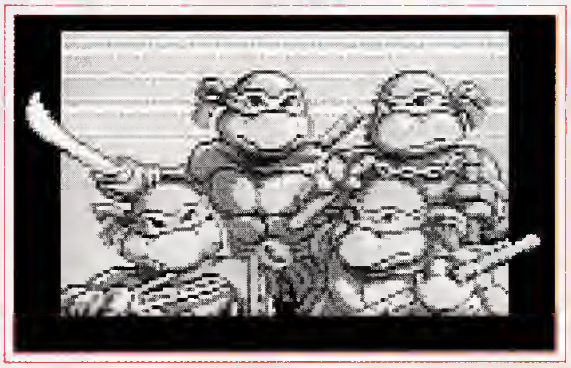


What's green, talks in surfer lingo, loves pizza, and is a master of martial arts? If you don't know, you've been living in a cave for the past few years. The Teenage Mutant Ninja Turtles are a phenomenon of marketing, their faces adorning food, clothing, school supplies, and, of course, videogames. In their second Game Boy adventure, Donatello, Leonardo, Michelangelo, and Raphael must rescue April O'Neil, who's been kidnapped (again) by Shredder.

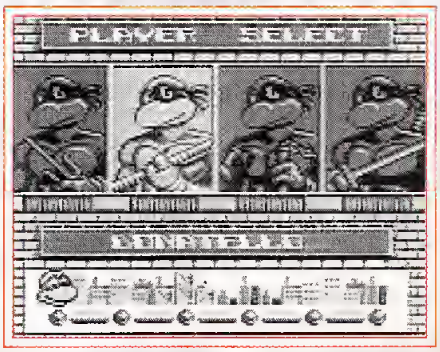
This time, however, Shredder's not working alone — he's got that evil alien Krang on his side. Watch every step to avoid an ambush, and stock up on those oh-so-tasty chocolate, onion, and peanut butter pizzas. Remember: When in doubt, get some advice from Splinter.

Konami has done a great job with *Teenage Mutant Ninja Turtles II — Back from the Sewers.* Its playability and graphics are a worthy followup not only of the Game Boy *Fall of the Foot Clan*, but the NES *Turtles* games as well.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4510

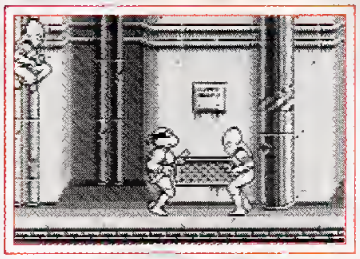


Cowabunga dudes! The turtles are back and ready for action.

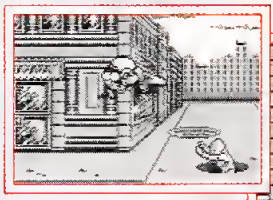


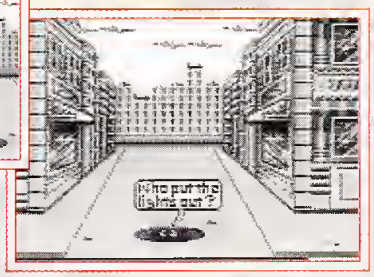
Choose among Michelangelo, Donatello, Raphael, or Leonardo to begin the game, then use the map as a guide.

Move cautiously through stage 1 — enemies attack from the front and rear.

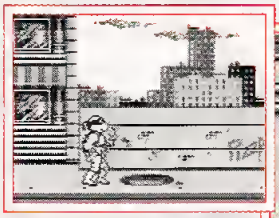


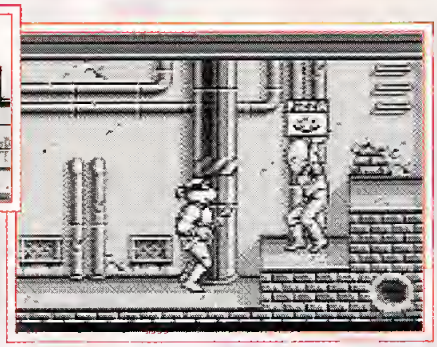
A manhole is a good hiding place for scum like this. When the enemy throws the manhole cover at you, do a turtle jump.



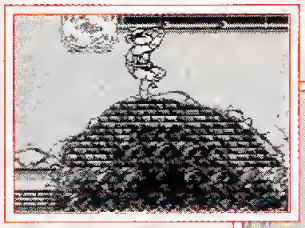


Don't worry if you happen to fall in the manhole — turtles aren't afraid of the dark.

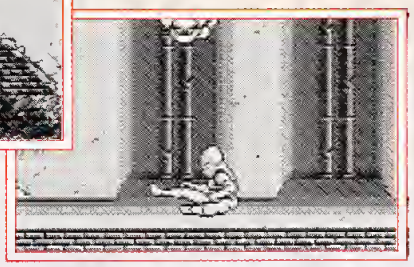




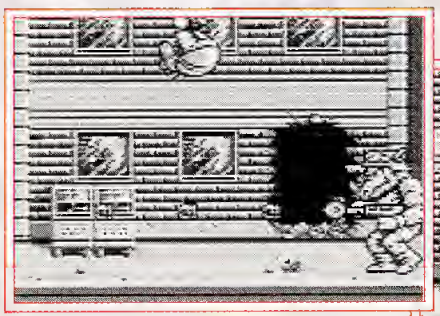
When you reach this wall, take the underground route so you can get some of that mouth-watering pizza.

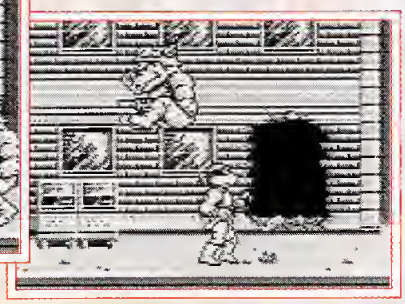


Use a little turtle instinct here. Jump up, grab the pipe, and shimmy across.



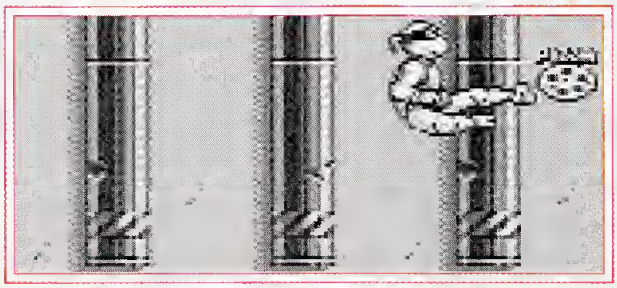
Be prepared to jump when these thugs hop out from behind the wall and start sliding toward you.

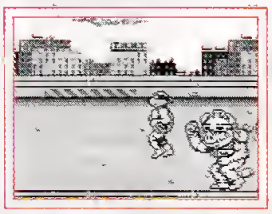




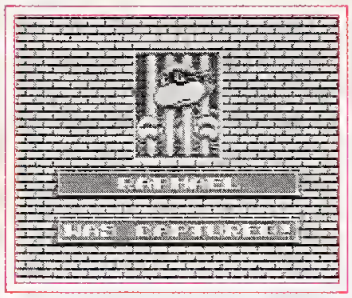
To defeat Rocksteady, jump over his shots, then run and clobber him. When he runs toward you, stand in the middle so he leaps over you instead of attacking.

At the bonus stage, snag as many pizzas as you can. You can use your flying jump-kick here to get pizzas from the other side of the pipes.

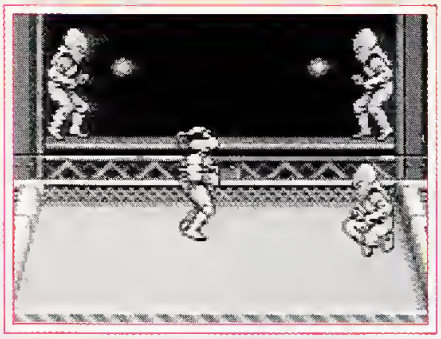




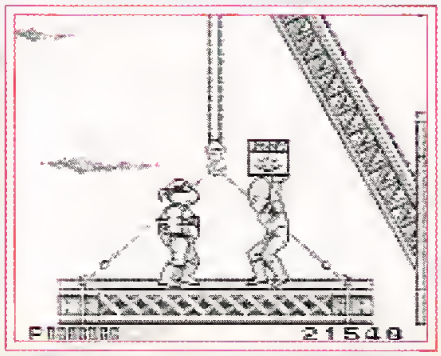
When fighting BeBop, hit him once, then quickly run away to dodge his uppercut. When he shoots, leap over the gunfire.



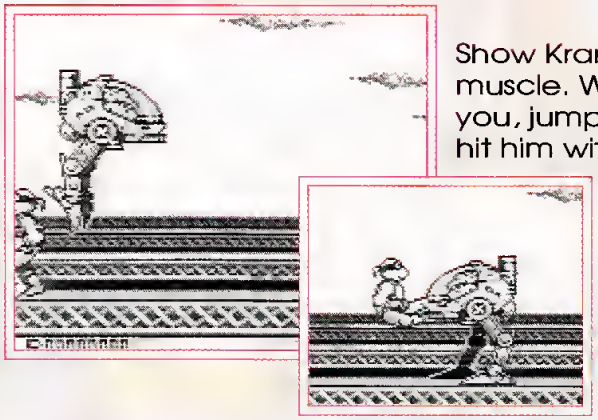
Raphael has been captured! It's up to the other turtles to rescue him.



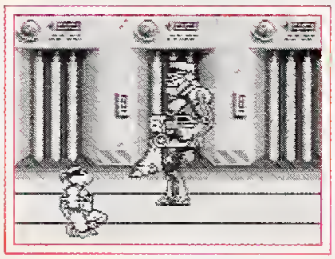
If you stand in the middle of this elevator, you won't be hit by the enemies jumping on top of it. Kill any thugs that get on the elevator first.



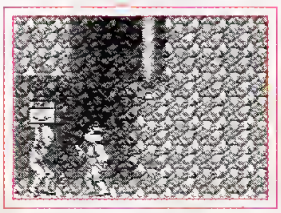
Check the girders — there might be some tantalizing pizza up there.



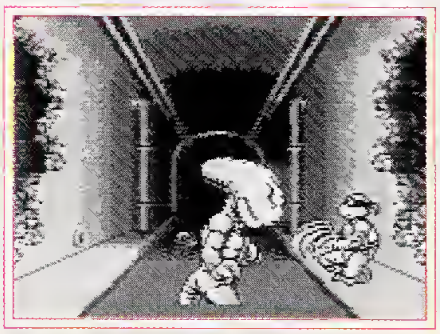
Show Krang some turtle muscle. When he shoots at you, jump over the shot and hit him with a flying jump-kick. When he takes to the air, try to position yourself so you'll be behind him when he lands — this way you won't get run over.



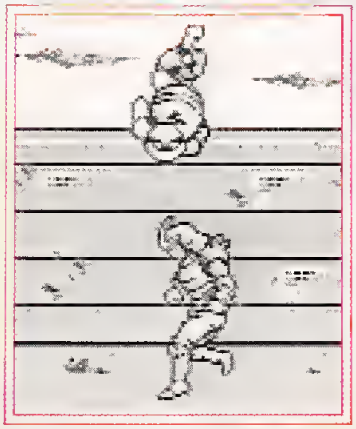
To rescue your fellow turtles, stay in this spot while crouching down. Keep swinging your weapon — if you're hit, you lose a lot of time.



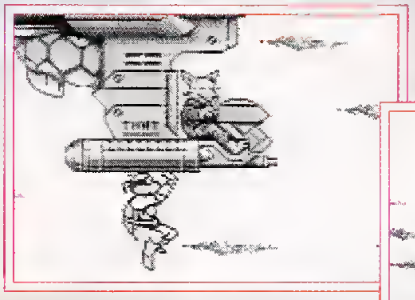
That tempting smell is pizza — drop down into these pits for a quick snack.



The sewers hold some deadly creatures. Swing your weapon while standing on this edge, and when the sewer mutant charges, jump up to avoid his claws.



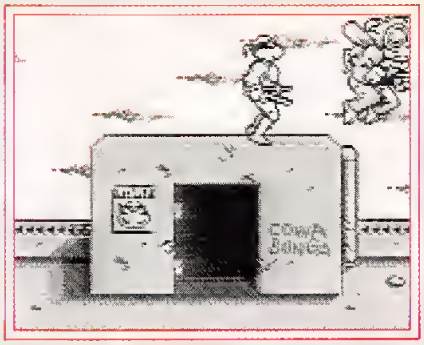
Jump over Shredder when he charges you, then crush him with your weapon. Keep repeating the maneuvers until he's truly shredded.



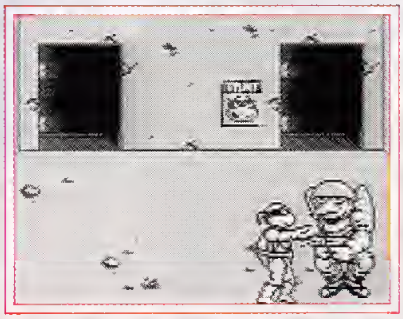
Splinter gives you a lift to stage 5. Don't let him down!



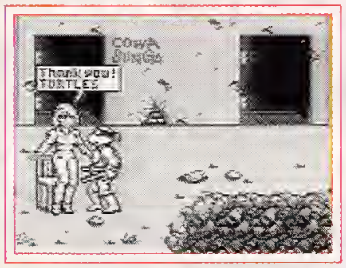
This gun puts out a spray of bullets. Hop between the shots and keep moving to the right until you reach the next stage.



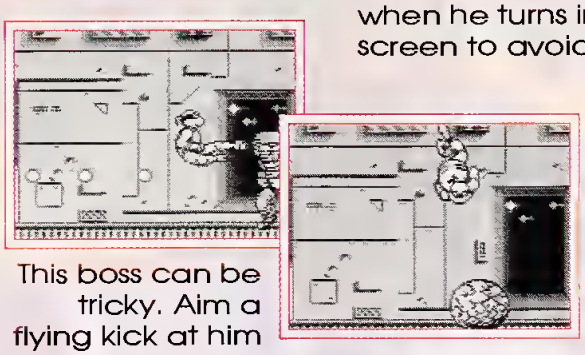
It's you against Baxter Stockman. Hit him, then hop over his shots. If you stand in the middle of the building, he can't hit you when he flies under you.



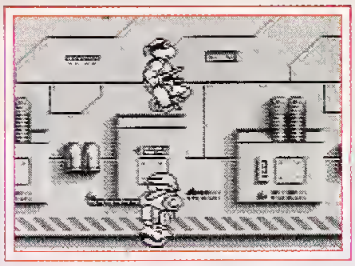
This boss is really hot-headed. Dodge his flame by standing against the screen. Keep hitting him, and when he turns into a ball, jump around the screen to avoid him.



Here's April! A kiss from the rescued newscaster is enough to make a turtle blush.

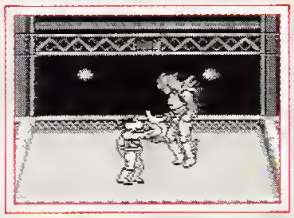


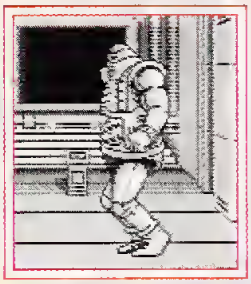
This boss can be tricky. Aim a flying kick at him while you jump his shots. After you hit him, walk to the left, then repeat the process. He'll try to roll over you, but you can easily jump over him.



These robots try to electrocute you — jumping them is your best bet.

Shredder obviously hasn't learned his lesson. Stand in the middle of the elevator and hit him, then turn to dodge his swing.

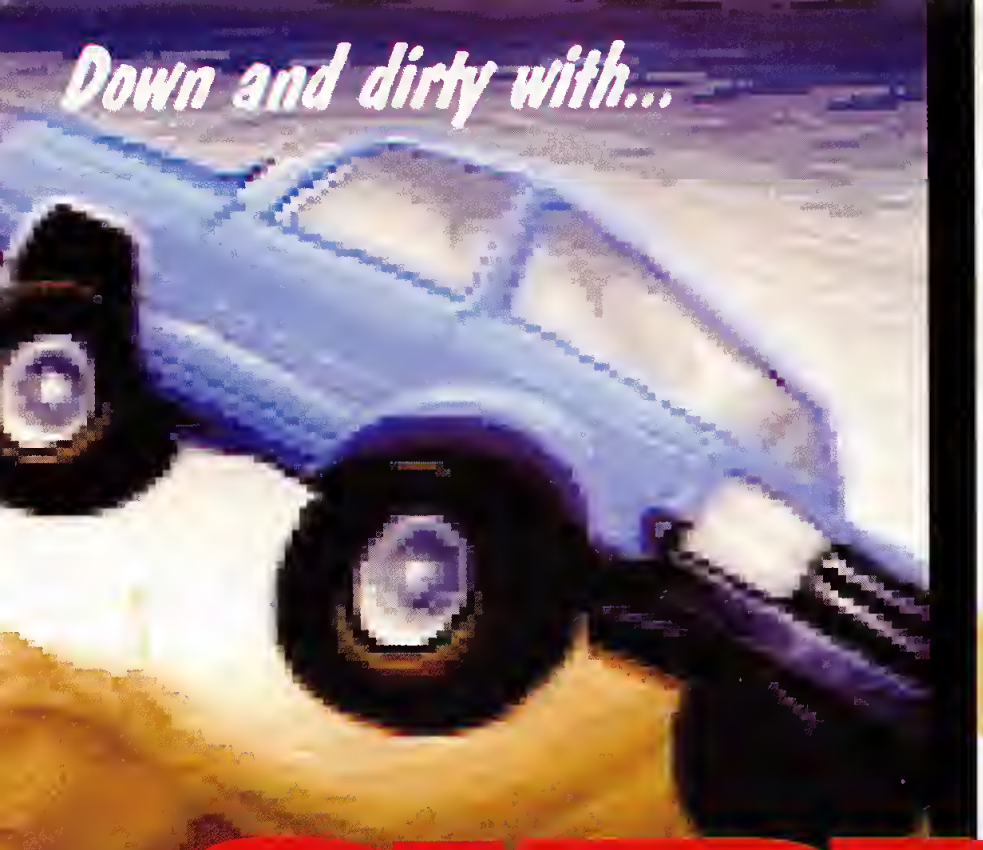




Here's the last boss! To beat him, stand all the way to the left and jump-kick him in the head as he approaches. *Don't* move from this spot!



Down and dirty with...



SUPER OFF ROAD

Jeff Lundrigan

Welcome to the tough, competitive world of off-road four-wheelin'. No track is too curving, bumpy, or muddy to frighten away drivers willing to risk life and limb for a handful of prize money and a chance to race one more time.

That's what *the SNES Super Off Road* is really all about: staying in competition so you get a chance to race on the next track. The game itself never ends, it just goes on and on until you (and whomever you're playing with) decide to stop.

Fortunately, the game has enough variety to keep you interested for quite a while — there's a total of 64 variations on 16 different tracks. The computer-controlled drivers are extremely aggressive, but after a few times around the circuit, you'll start to know on which tracks you can earn the checkered flag, or at what point in a race it becomes obvious the best you can do is place second.

But whether you play against someone else (recommended for maximum enjoyment) or the computer, you're in for a tense, nitro-charged experience, highlighted by one of the heaviest soundtracks yet on a home-gaming system — you have to hear this one in stereo to appreciate it.

Tradewest; 2400 South Highway 75; P.O. Box 1796; Corsicana, TX 75110

GOLF POWER™

Greg Norman

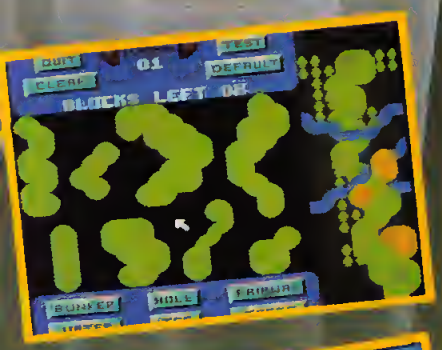
Close your eyes and imagine the perfect golf course. Whether you conjure up an image of a real-life, world famous course or visualize a championship course of your own design – if you can dream it, you can play it with Greg Norman's GOLF POWER. Our exclusive Course Designer with battery back-up allows you to customize your own 18-hole championship course and then save it in memory.

GOLF POWER challenges you with:

- Multiple putting and driving ranges
- Amateur, Pro-Am, and Professional levels of play
- Practice, Matchplay and Strokeplay with single and team play options (up to four players)
- On-screen ability to control your swing, for a game that demands more skill than luck.
- Changing wind and weather conditions

Create a dream course, play one of the pre-set courses in England, Scotland, the USA or Japan, or rejoin a saved game right where you left off.

Just like the great White Shark, you'll need total concentration, strategy and control to make the leader board.











Official Nintendo Seal of Quality

COMING SPRING 1992!

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SUPER OFF ROAD



You start with a truck and $100,000. Save most of your money for a few nitros, but buy shock absorbers right away — they keep you on the road and give you a slight edge over the competition.







Second place isn't bad — it's not great, but it's not bad. If you're playing against the computer, concentrate on consistently placing second or first. Otherwise, you won't have enough money to upgrade your truck after every race.



Of course, first place ain't so bad, either. After a few races your truck starts to look pretty good, and you can stomp the other drivers. Once your truck is topped out, only your own mistakes can keep you from the finish line.



You can't afford to get behind in a two-player game because smaller prizes aren't sufficient to buy upgrades. If you're consistently placing third, think in the long term and upgrade every *other* race.



A fourth place finish means you're out of the race. If you decide to continue, you must drop two levels in every upgrade category — making a comeback a real challenge.



HUEVOS GRANDE: The name means "big eggs" in Spanish. Go figure. Watch out for the water along the top straightaway — it's easy to get caught and stopped in the zigzagging walls.



BIG DUKES: The pit in the center of the track gives new meaning to the word *hazard*. Avoid it by driving along the banks — and watch out for cross traffic.

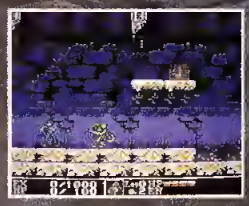
Get in the Groove and Bust a Move

Discover Hidden Rooms and Secret Passageways

Grab Dozens of Items to Put in Your Bag of Tricks







CRUNCH TIME!

KickMaster™

Smash! Crack! Pow! Whap! Crunch! Uugghhh! Take that you feeble grunts! Who are you? Are you one of Belzed's punks? Well then, how would you like to join my fight against that evil sorcerer and help me rescue Princess Silphee? You look like a brave dude. But can you get 'rad'? If not, Belzed will make you his personal dart board.

You'll have to learn how to master the radical moves of an accomplished Kickmaster, like myself. Knee drops, roundhouse kicks, double butterfly kicks and the lethal blazing flip kick, will be necessary to battle this brute. The quicker you learn, the better. Capture special items to increase your magical capabilities too. Magic can get you out of some tight situations. Make no mistake though, superior agility and bruising hand-to-hand combat are your most lethal weapons. Well school is in sessi n kid. Start learning those moves and get cracking, crunching, and kicking. You've gotta watch your own back now. Hasta la vista, dude!



Nintendo ENTERTAINMENT SYSTEM

TAITO™
THE ONLY GAME IN TOWN.

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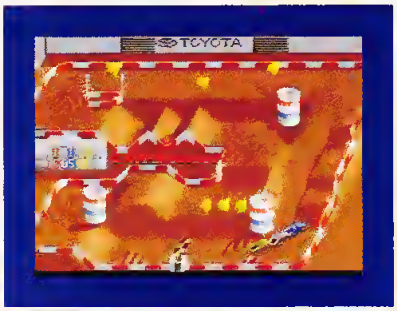
SUPER OFF ROAD



REDOUBT ABOUT: This is a relatively easy track to win. Stick to the inside on the left curve, and take the beeline path straight over the humps when moving down the right.



HURRICANE GULCH: If you don't use a nitro right out of the starting gate, you're going to get squeezed out in the narrow section in the middle of the track. The shortcut along the left side works only if your tires are good enough to handle the tight turn.



CLIFF HANGER: This track requires pure driving skill. Computer-controlled cars can't handle the turns, making it easy to pull ahead on the inside. Just don't make *too* tight a turn and circle a barrel.



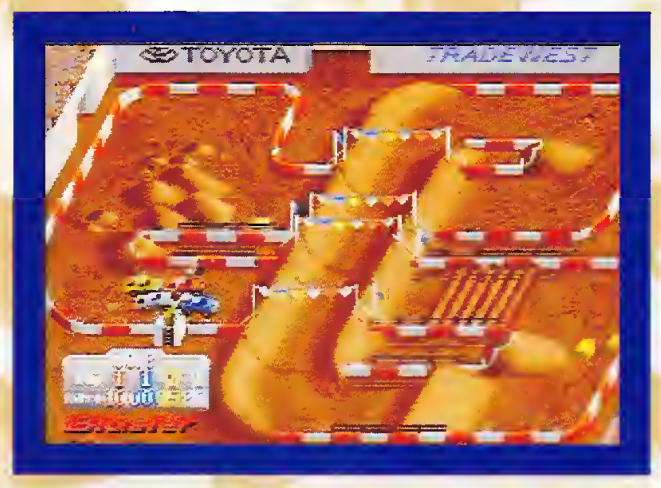
CUTOFF PASS: When driven clockwise as shown, this track is easy, and the cutoff makes a great shortcut. Counter-clockwise, the final curve becomes a nightmare, and it's easy to turn into the cutoff and go the wrong way.



PIG BOG: As long as you keep your head, this track isn't too tough. Nitros are no help except during the flat stretches around a turn, but if you can pull ahead, it's a good track for grabbing up any bonus items that appear.

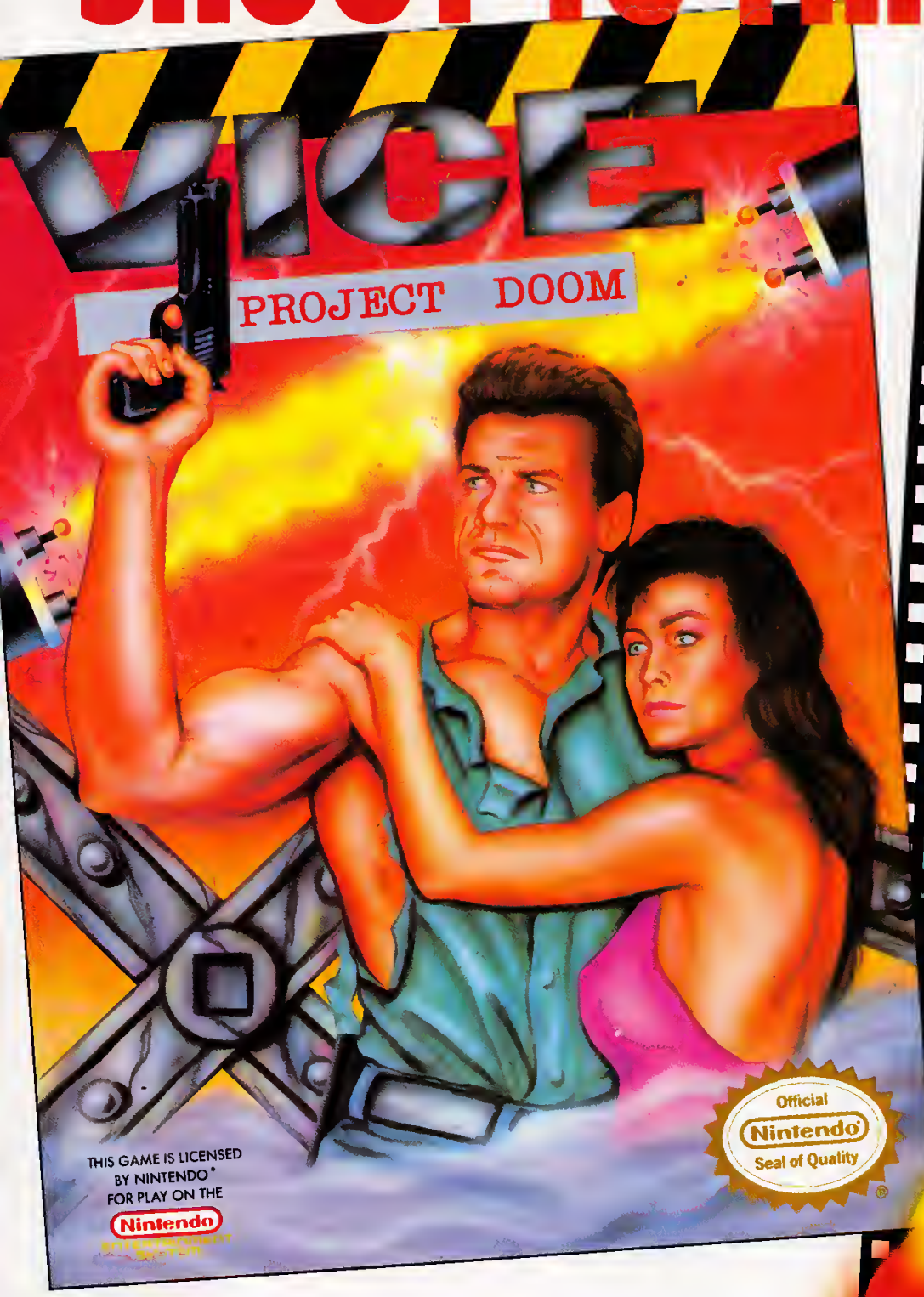


VOLCANO VALLEY: The only real sticking point on this track is that notch to the right of the first water hazard — take the turn too sharply, and you'll get hung up in there *but good*.



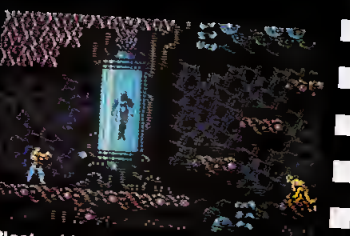
BLASTER: This is one of the most challenging races — one bad bump can put you completely off the track! Watch every turn, and be especially wary of cars coming from the other direction when you approach the intersection. Your opponents have a habit of getting in the way.

SHOOT TO THRILL!





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HE'S BACK — TERMIN



Vince Matthews

Originally he was programmed to destroy the future, but now the revised Terminator wants to protect it. Sound familiar? It should — the blockbuster movie of 1991 has arrived for NES and Game Boy, with a Super NES version in the works.

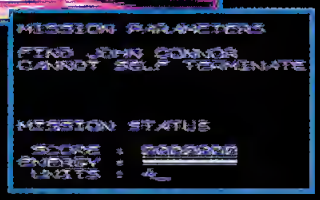
In *Terminator 2: Judgement Day*, you're the terminator, a Cyberdyne creation with a metal endoskeleton surrounded by living human tissue. Your mission is to protect John Connor, the future leader of the human resistance movement. But standing in your way is the T-1000, an advanced poly-metal alloy — the ultimate killing machine. Now the future of mankind hangs in the balance.

The NES version of *Terminator 2* generally follows the movie's plot. The Game Boy *Terminator* is shorter, and it has fewer action sequences but some added puzzle-like game screens. In both games, your ultimate goal remains the same: save the human race.



THE NES TERMINATOR





As the Terminator, you're outfitted with special mission parameters and programs to help you locate John Connor.



Stay on top of the trucks and keep punching. Let the enemies come to you — don't try to take on more than one at a time.



Search Modes



JUDGEMENT DAY FOR

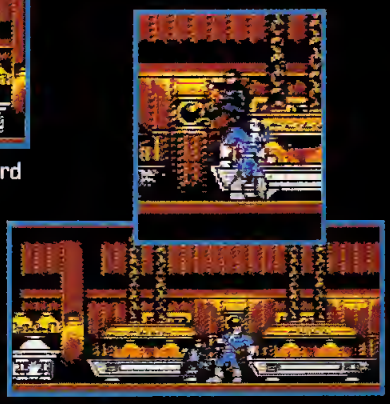
ATOR™ 2



Throw your weight around. Jump on top of the running enemies, then return to the top of the truck or platform and do it again. Usually two or three crushing blows can take out two enemies at a time.



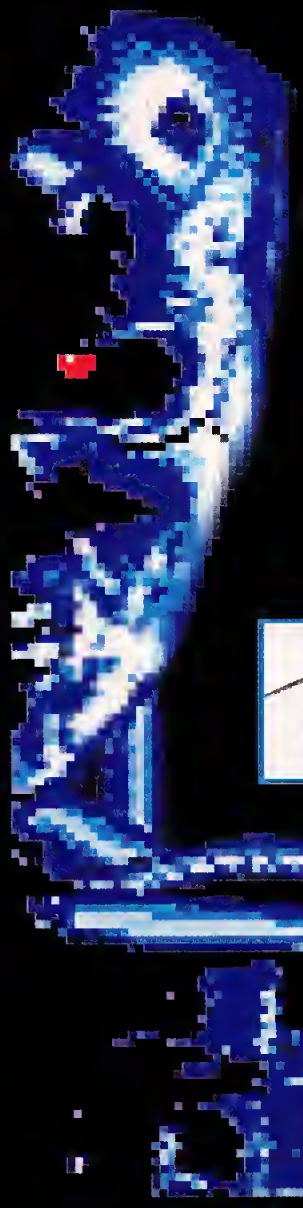
When you're inside the bar, move forward slowly and let the thugs come to you.



Punch this boss three times, jump over him, then come at him from the other side.

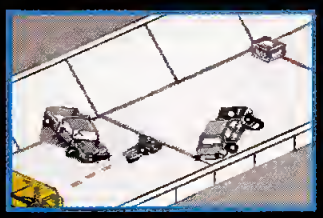


Once you've defeated the boss, you get the shotgun you need to battle the T-1000.

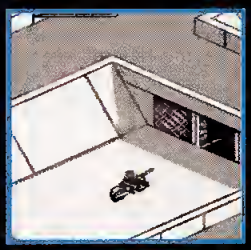




The T-1000 was designed to replace the Terminator as a better killing machine.



Keep the T-1000 at a safe distance by firing back at him with the shotgun. Try to stay in the center as much as possible, and avoid the debris.



Blast open the security gates and keep your cycle centered while going through them. One missed step and you're terminated.



Mission Complete: Acquired John Connor.



John decides that rescuing his mother from the mental hospital is top priority, and you must make him a promise.



Your main objective in the hospital is to reach Sarah Connor, so work your way to the top.

LJN (a division of Acclaim); 71 Audrey Avenue: Oyster Bay, NY 11771



If you search every room, you can find extra ammunition, energy, and one extra life.



You must find a keycard on every floor to gain access to the next.



Save your ammo — jump the hospital wards and security guards. You lose bonus points if you kill in *Terminator 2*.



Sarah's on the top floor in the last room to the right.





You must locate and deposit ten explosive barrels inside Cyberdyne. Again, examine every room on every floor.



Explosive barrels are usually surrounded by a SWAT team. Stay on top of the tables and jump to avoid the bullets.



After you've deposited all ten barrels, distribute them evenly in the lab on the sixth floor. Your search indication arrow indicates where to put each barrel.



Jump this wall to save time.

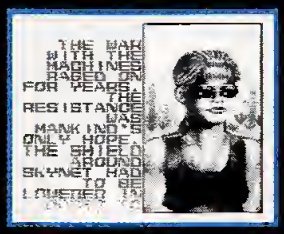
After you've destroyed Cyberdyne and retrieved the arm and computer chip of the original Terminator, you have one final order of business: destroy the T-1000. Cautiously navigate the steel mill — if you're not careful, hot molten steel terminates *you*.



The T-1000 tries several times to halt your progress to the top of the mill. But mankind is depending on you!



THE GAME BOY TERMINATOR



The opening sequences of the Game Boy *Terminator 2* are based on action cut from the 1991 movie. Sarah Connor tells you how to disconnect the power generators that keep Skynet on-line.



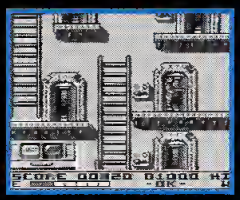
The generators must be disarmed in descending order of height. Dodge the shots from the circling Hunter Killers, and time each jump to avoid the fire from the Terminators.



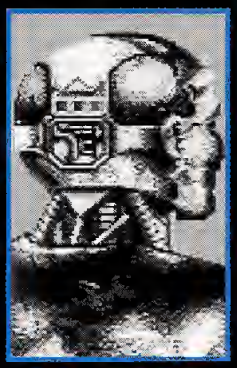
Watch out for this deadly rolling HK.

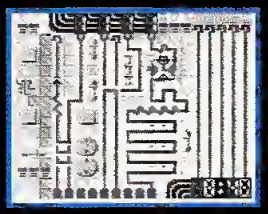


Once you're inside Skynet, you must locate a Terminator in storage and reprogram him. Duck or jump the shots from security robots and other Terminators.



This door leads to the Terminator storage area.





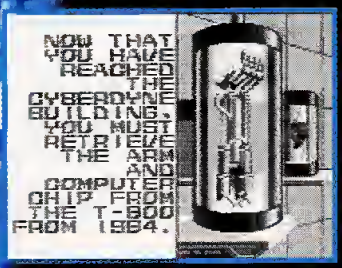
Now it's up to you to reprogram the killing machine. Carefully — and quickly — examine each circuit before you connect them.



After successfully finding and reprogramming the Terminator, you take control of the machine. Now you've got to reach Cyberdyne systems safely with John in tow.



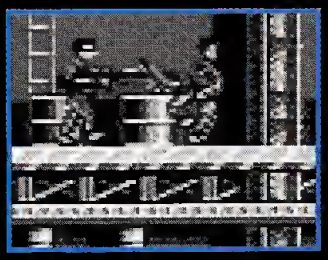
To reach Cyberdyne where you can recover the original Terminator's arm and microchip, you must take a short cut through a drainage canal. Unfortunately, the T-1000 has the same idea. Stay close to the top of the screen to avoid the debris, then move in front of the truck when it appears and fire away.



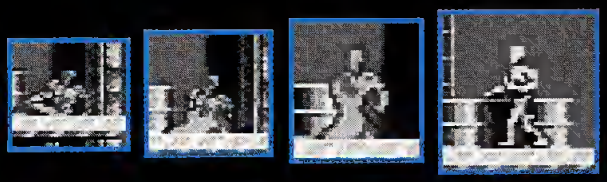
The arm is in the vault at the bottom right. The chip is nearby.



Use the weapons that drop from the ceiling to push the killing machine over the edge.



Finally — you're face to face with the T-1000.



The T-1000 has one more trick up his metal sleeve. Don't let his fancy Polymorph phasing scare you — you've still got a chance to beat him.



LAGOON



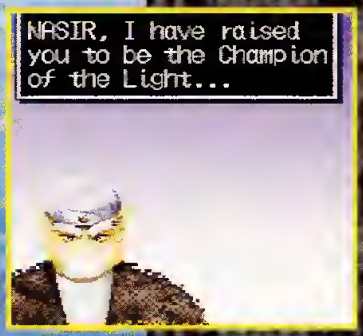
Lagoon is one of several new Super Nintendo role-playing games (RPGs) to take advantage of that machine's advanced graphics and memory. It's set in Lakeland, an enchanted domain where peace has reigned since the gods balanced the forces of Dark and Light.

But an evil sorcerer named Zerah wants to return Lakeland to chaos. He calls forth demons and summons an evil spirit to possess all the water in the land.

As Nasir, the champion of Light, you must travel through Lakeland, seeking ever more powerful weapons to use against Zerah. Only if he is defeated can Dark and Light be restored to harmony.

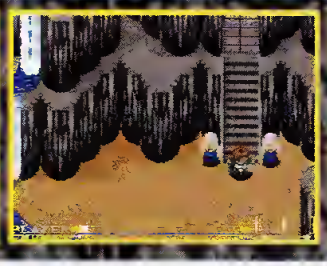
Lagoon is neither the biggest nor the most challenging RPG, but it's an enjoyable game. Cute, colorful graphics should make it especially appealing to young RPG fans.

JEFF LUNDRIGAN



Your odventure begins in the villoge of Atlond os your ancient mentor, Mathius, sends you into the world to find the source of the woter's corruption.



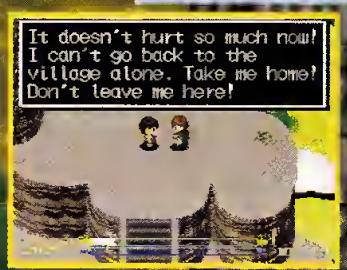


Things heot up quickly when demons couse o mine disaster north ot town. Severol people ore hurt, ond one smoll boy, Giles, is trapped inside. Since you're the only hero in town, it's up to you to rescue him. Buy weopons ond armor in Atlond before entering the cove.

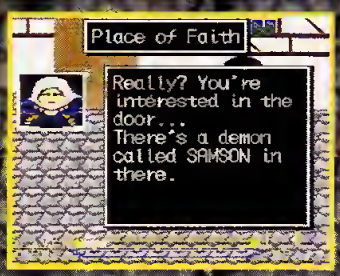




The Gold Cave isn't porticularly dongerous, but you oren't very powerful yet. Groy wolves ore numerous, but os you move deeper into the cove, watch out for the Bone Worriors — they con inflict more domoge thon the wolves.



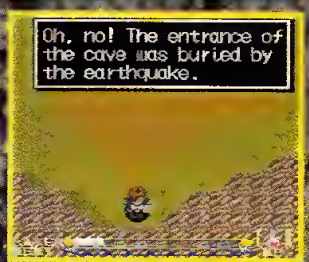
Once you've found Giles, you must leod him home. He con't be hurt, but he *con* get stuck trying to follow you oround corners. Move slowly and moke sure he's olwoys with you.



Once Giles is rescued, the village faith healer supplies you with the next item you need. Don't forget to buy a healing potion before leaving.

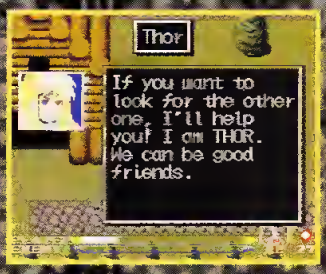


You must olso defeot the demon worrior Samson before you leave Atland. Woit for him to leap at you, then keep swinging. It's not hord, but have the heoling potion ready just in case, ond sove the gome just before going inside.



You con't return to Atland once you've left, so head due north to the elt village of Voloh.

Kemco-Seika; 20,000 Mariner Avenue; Suite 100; Torrance, CA 90503



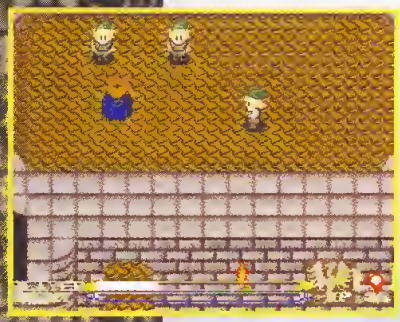
Yau meet o mysteriaus stranger in Valah — anather yaung warriar nomed Thar. He affers to help yau tind the three tablets thot allaw yau ta enter Phillips costle. What a guy!



There are knights ond big warriars inside Phillips Castle. The worriars loak impressive, but they ga dawn in tlames with just three shats tram your tireboll spell. The smoller knights are immune ta spells, but nevertheless easy ta deteot.



Wraiths await deeper inside the costle. They're extremely dangeraus and have the pawer ta shoat tireballs in three directions. Quickly burn them with mogic.



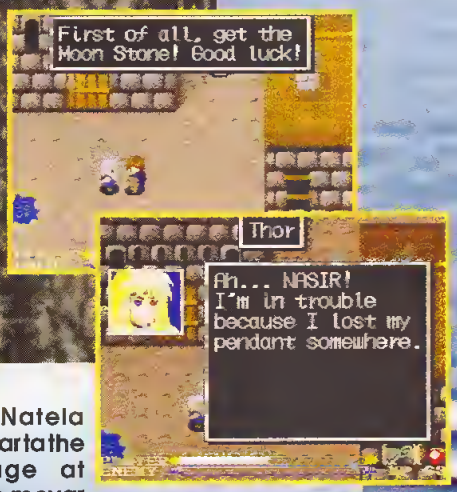
The missing elves are lacked owoy in the castle prison on the second tlaar. They use the movoble montle to escope, then give yau the key to the costle's tap tlaar.



Be especially wary ot enemies on the top tloor. Ghauls are very tough and can da a lat at domoge. Flaating blabs con surraund themselves with electric tields, making them invulnerable.



Notelo woits in the heort ot the tap tlaar. Again, sove betare yau go inside ond be sure to hove a healing potian ar elixir ready. It yau con't beat him, ga kill more monsters to build experience.



Deteoting Natela opens the daarta the dwort village at Donegel. The moyar gives yau same advice and tells yau about the Moon Stone. Yau alsa meet Thor ogoin. It yau help him find his pendant, he gives you the meons ta enter the Dworf Cove.



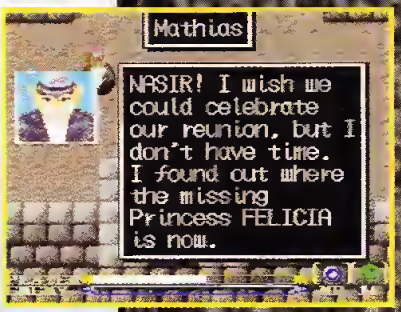
The Dwart Cave, tilled with lava men and tire haunds, is the mast lethal place yau've yet visited. The enemies ore immune ta fire spells and ore difficult ta kill. Sove yaur game after every battle, ond wait until you've heoled betare continuing.



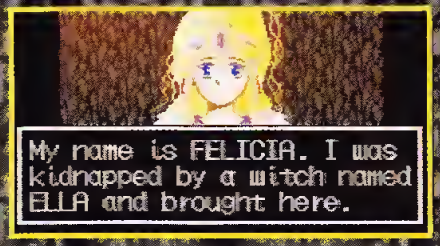




The Moon Stone is inside the Silence Cove, which is alang the eost wall ot the third level. Look in the narthwest corner of the cave tor o lovo bridge and twa chests. One chest cantains the Wind Crystol, which, when used with the Wind Cutter spell, con intlict serious domoge to the lavo men. Ignare the bridge tor now and ga bock ta Danegel.



Mathius is back in Donegel with news and advice. You also receive the Freezing Potion as a gift from one of the villagers. Use the potion to open the lava bridge and continue your quest.



You get your first glimpse of Princess Felicia — and Ella, the witch — across the lava bridge. Be sure to follow them.



Ello sends her pet, Eardon, to attack you. Eardon is very tough to beat — don't tangle with him unless you're at the 17th or 18th level. Use the Protection Ring, but don't equip it until you're inside. Run up to him and wait for his eyes (his vulnerable spot) to pop out. Don't get too close!

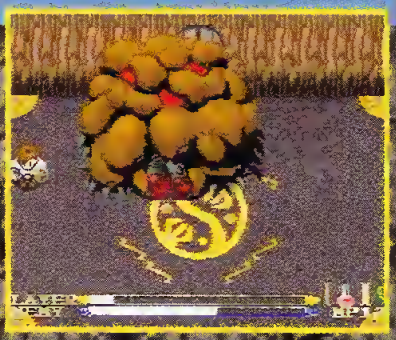


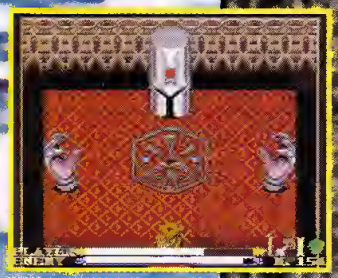
The hobbits in Poper are being slowly killed by an epidemic that only the Healing Mint can cure. It's time to do that hero thing again and head for Castle Siegfried.





With the exception of the smaller knights who aren't affected by spells, the castle's first floor poses few dangers. On the second floor, where the Mint is found, watch out for the Minions of Koli. They're fast, hard to hit, and deadly. Blast 'em with magic.

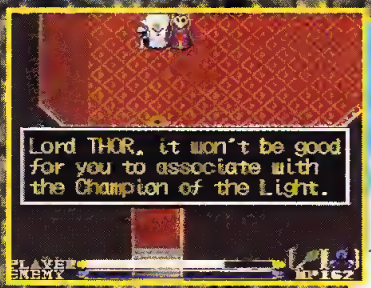






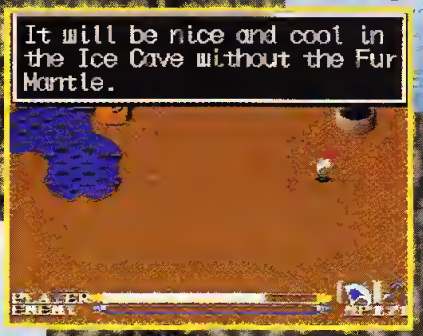
When she's beaten, Duma gives you the Siegfried Key, letting you into the castle's top floor. The Cyclops there shoot eye-beams that do a lot of damage. Travel slowly and keep your distance.

You should be at about the 22nd level when you face Duma on your return to the castle. Wait until her hands begin moving down, then get the Force Ring right in her face. Don't stop swinging!

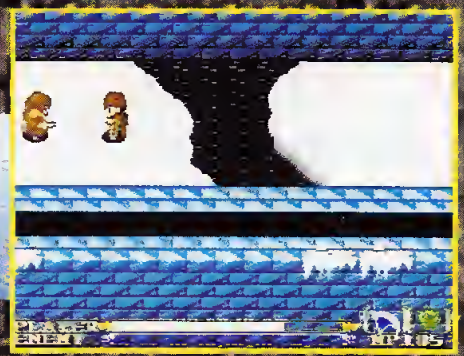


Thor and Zeroh are waiting for you when you exit the castle, and they've already used magic to send Lokeland Castle into the air. Use the Teleport Circle to follow them.





The circle takes you to the gnome village of Liloty. North of the village is the Ice Cave, but you need the Fur Mantle before you go inside.



The Ice Cave isn't very large, and the enemies aren't very fierce. Watch out, however, for the gaps in the floor — falling into one spells instant death.







"A video game to match the movie hit!...It's almost like you're in the movie!" NINTENDO POWER–July, 199

"You'll rob from the rich and give to the poor in this extremely detailed roleplaying adventure." GAMEPRO

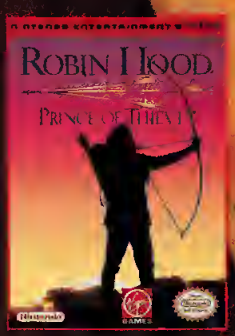
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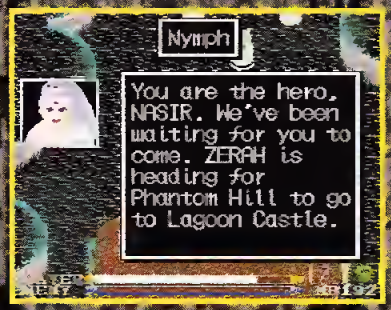


Thimole is a huge and powerful boss, and you must be of the 25th level before taking him on. Equip the Defensive Ring once the battle begins to protect you from injury if you bump into the sentry crystals. Watch your magic points — have the Bright Stone ready if you run out.





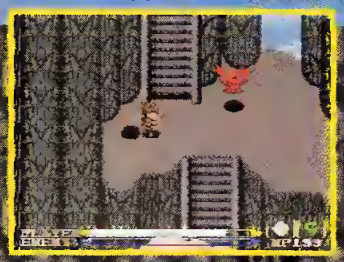
To kill Thimole, you must first destroy each of the six sentry crystals. Get as close as you can, wait for a break in the ice bullets, then quickly move in and swing. Once the crystals are destroyed, Thimole becomes vulnerable — but he also begins shooting in all directions. Get in his path and hit him as fast as you can.

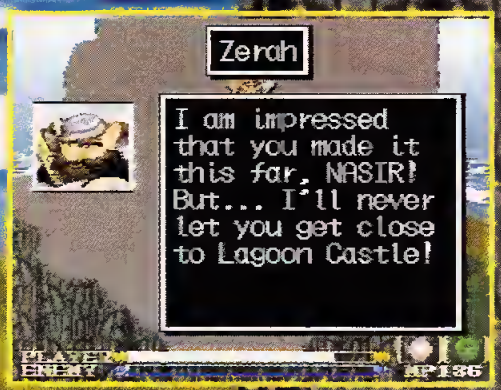


When Thimole is defeated, summon the residents of the Nymph's Cove. They'll transport you from the cave.



Ella is hidden in a hole near the top of the mountain. Equip either the Protective Ring or the Force Ring, dodge her fireballs, and wait for her to get close enough to hit. You should avoid using the Lite Ball. Once she's dead, a new stairway appears.



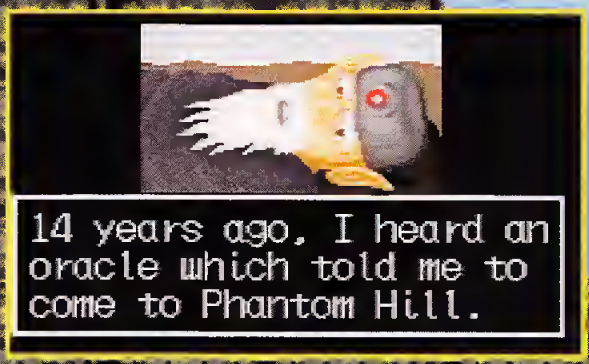




Zerah waits at the top of the mountain. He'd probably kill you, but Mathius intervenes at the last moment and saves your life — at the cost of his own. With his dying breath, Mathius tells you the truth about who you are, then sends you to Lakeland Castle. Felicia is still a prisoner inside, and Zerah still lives, his dark plans nearly complete. Are you ready for the final battle?

GP





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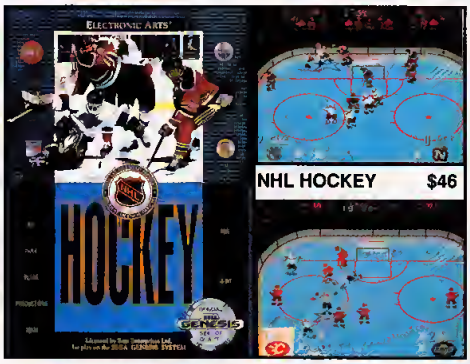
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REVIEW

GAME BOY

Asteroids

Tom R. Halfhill



You can move your spaceship anywhere on the screen, but this center position is usually the best place to be. Here you can see the asteroids approaching from all directions, and you have more time to react.



When you shoot a large asteroid, it breaks into smaller pieces which must be destroyed one by one. Don't start off by blasting all the big boulders, or the screen will soon be filled with small — but deadly — pebbles.



Each time you clear a screen, additional, faster asteroids appear. If you begin shooting shortly *before* they appear, you can score a few early hits.

It's raining rocks! Well, not exactly. It doesn't really *rain* in outer space. But your spaceship has wandered into an asteroid storm that makes a killer hurricane seem like a spring shower. Even the smallest rock can turn your ship into scrap metal.

Luckily, your ship is highly maneuverable and armed with a photon cannon. You can rotate and move in any direction to dodge oncoming asteroids, or blast any boulders that get in your way. When all else fails, hit the panic button to flip into hyperspace, relocating your ship at a random spot in the asteroid field. You might reappear directly in the path of another asteroid, however, so save the hyperspace button for real emergencies.

Asteroids is a classic arcade game from the 1970s, and this new Game Boy version is very close to the original. Although it's as fun as ever, the graphics and game play are quite primitive by today's standards. And frankly, it's not well suited to the Game Boy because the smallest asteroids are difficult to see on the LCD screen. But if you're too young to remember the original *Asteroids*, your eyes are probably strong enough to stand the strain.

GP



On the two highest difficulty levels, you must also watch out for enemy saucers (lower right). Unlike asteroids, the saucers shoot back! If you stand still too long, the saucers lock onto your position.



The main menu lets you choose from three difficulty levels and play modes. For competition and team play, you need two copies of *Asteroids* and a pair of Game Boys connected with a Game Link video cable.



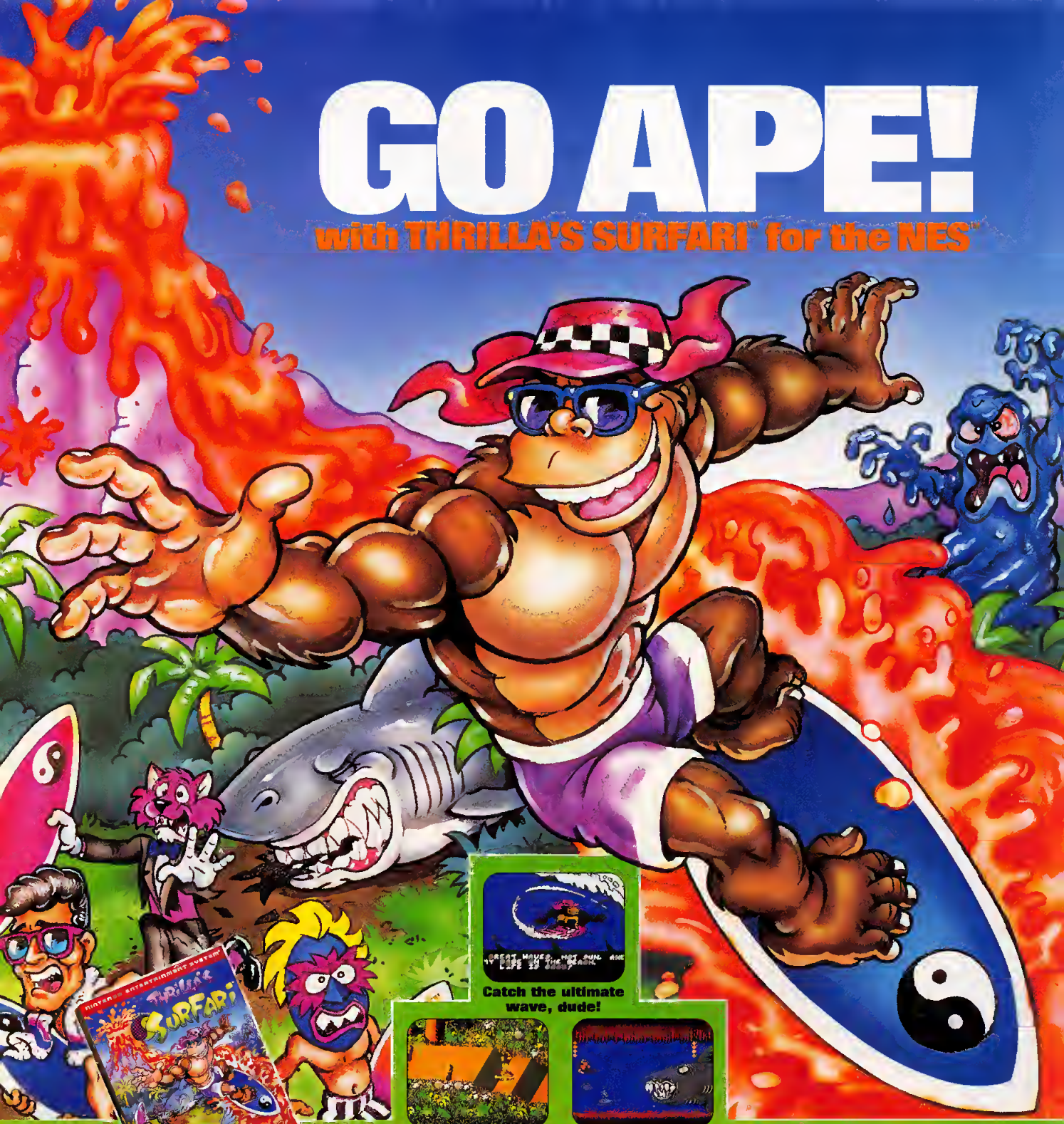
If you're good enough, you can add your name to the scoreboard of best blasters!



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Catch the ultimate wave, dude!

Hand-plant your way through the wilds of Africa!

Watch out for big fish!

Whaa, Thrilla Garilla! Bag yaur baards far the raddest surf and skate actian ever!

The evil Wazula has taken yaur babe ta Africa. Skip the curbs and quarter-pipes; gnarly jungles and bakin' deserts are the ultimate skate challenge...ever aerial aver a cracadile? Killer valcanaes and mammath waterfalls mean surfin' mare hardcare than Maui!

The excitement rips, but Wazula's twa-headed flying Rhina and a way-taugh Lava Manster demand seriaus shreddin'! Sa carve, slash, and trash Wazula with THRILLA'S SURFARI far the NES™...befare he makes a mankey aut af yau!

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Captain Planet and the Planeteers

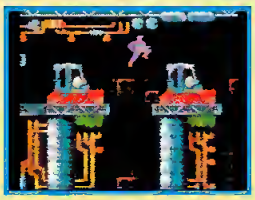
Tom R. Halfhill



Be careful as you maneuver your Geo-Cruiser past these factory smokestacks — they spit out globs of pollution. Try plugging up the smokestacks with rocks.



This huge gun platform guards the end of stage 1-1. Blast the gun turrets, then make a couple of U-turns and land your Geo-Cruiser on the landing pad.



In stage 1-2, Captain Planet enters a chemical factory. Avoid the deadly green slime and floating mines while destroying the gun turrets.

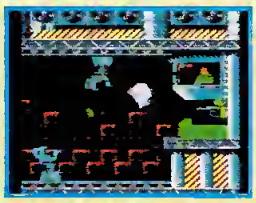
Couch potatoes already know about Captain Planet and the Planeteers from the group's cartoon series. The Planeteers are five heroes whose mission is to stop polluters and poachers. If they combine their strength, the Planeteers can summon Captain Planet, a superhero who's even more powerful.

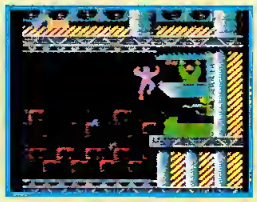
In this game, you face such enemies as Hoggish Greedly, a corrupt oil baron; Looten Plunder, an elephant poacher; Sly Sludge, a trucker dumping toxic waste; and Duke Nukem, an industrialist destroying the ozone layer.

Each of the game's five stages is divided into two parts. First, you pilot one of the Planeteer's vehicles (the Geo-Cruiser, Eco-Copter, or Eco-Sub) in a side-scrolling shooter sequence. Then after you've defeated a boss, you enter a factory or lab as Captain Planet. To get past difficult hazards, Captain Planet can transform himself into an element of nature, such as fire, water, or wind.

It's a good thing the game offers some variety because as a scrolling shooter, *Captain Planet and the Planeteers* isn't much to brag about. The interior scenes are the most interesting, and they also feature the best graphics.

GP





To defeat the first boss, transform yourself into a whirlwind so you can evade the grappling hooks, then change back into Captain Planet and punch out the window of the control room. Hoggish Greedly will surrender!





In stage 2-1, you fly the Eco-Copter to stop polluters from dumping waste in Yellowstone National Park. If you don't beat this chemical truck to a bridge, it pours sludge into a river and turns everything gross green!

BELOW AVERAGE 4

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Kuros, disguised as a thief, moves secretly through Piedup.



Grotesque creatures of the underworld stand between Kuros and his ultimate battle.



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REVIEW

NES

Daydreamin' Davey

Patrick Baggatta



Lumper, the Dark Knight, is waiting for you in the Medieval world. With some skillful sword play on your part, he's soon at your mercy.

Have you ever wanted to step into a more adventurous time in history — a time of heroes? Well, in *Daydreamin' Davey*, you finally get your chance. After a confrontation with the class bully, Davey's imagination turns the creep into the Dark Knight. As Davey, you must defeat the Dark Knight, as well as complete other mythical medievil tasks such as pulling the sword from the stone.

Once the bully has been dispatched, your crabby old teacher says "Let's get ready to draw." Guess where Davey's imagination takes him next? Naturally, he heads for the quick-draw Old West territory. Using a pistol and a whip, Davey must round up the Angus gang.

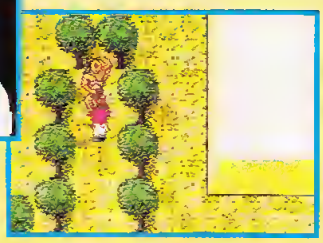


When you're ready to clean up the Old West, go to the Western Union office for instructions.

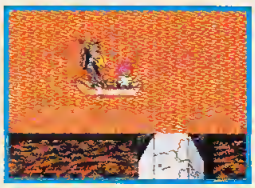
In ancient Greece, you're forced into battle with snake-haired Medusa and one-eyed Cyclops. You also find a Golden Knight, who gives you a powerful shield. But watch out — that knight's not very generous if he's attacked.



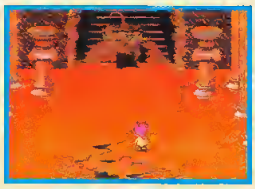
You've got to be quick to beat this gunslinger, so prepare yourself for some dead-eye shooting.



The Cyclops in ancient Greece swings a mean club — but you've got speed and skill on your side.



If you don't have a gift to offer the ferryman, he won't take you across the river of Hades.



In Cloud World, use your shield to defeat the guards, then take the magic shoes from them and cross over the gaps in the ground.

The problem with *Daydreamin' Davey* is that you keep returning to these same three locations instead of expanding your travels to such destinations as Sherwood Forest or ancient China. The game also drags on so long that what at first seems to be an original concept turns tiresome. However, *Daydreamin' Davey* has a touch of strategy to spice up the action, and young kids — the target audience — should find it enjoyable.



GP

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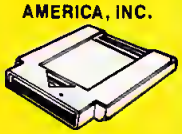
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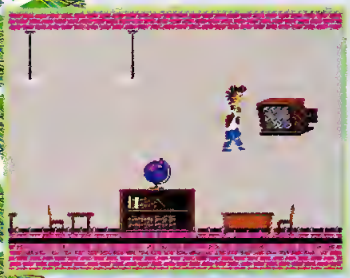
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Ghoul School

Patrick Baggatta

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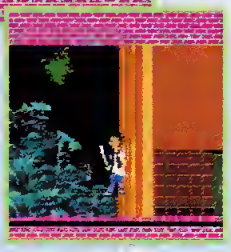
The nightmare begins the day before Halloween when our hero, Spike, accidentally infests his high school with the walking dead. And if that wasn't bad enough, Spike's main squeeze, Samantha, has been taken against her will to the zombies' Ghoul School. After witnessing several failed attempts to thwart the ghostly infestation, Spike decides that it's up to him to get rid of the ghouls and save Samantha.

Unfortunately, sheer determination isn't enough to defeat these creatures. You, as Spike, must hunt for the weapons the earlier ghoul-fighters dropped as they were overpowered by the undead. But to find the weapons, you must do a lot of tedious exploring through different wings of the school.

Some items are easy to find, while others are fiendishly hidden. However, it sometimes seems as if the items you spend the most time hunting turn out to be of little use in your battle against the ghouls. You must also be prepared to map the school — if you don't know the layout of the building, you won't get far.



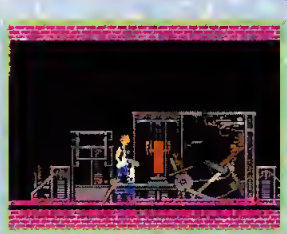
Without the spring shoes, you just have to wonder what's on the other side of these boxes.



This floating Medusa's head means business. Don't confront it unless you're *sure* you're prepared.



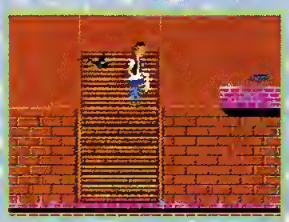
To get rid of those pesky basketballs, knock the time clock out of commission.



Look closely at the weight machine — there's a useful set of footwear inside.



The Deweytron is pretty specialized — it allows you to keep a safe distance when battling monsters with detachable heads.



This gun, the Deweytron, isn't the most powerful, but it *is* reliable.

GP



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REVIEW

NES

Golf Power

Vince Matthews



You can make each game more challenging by customizing everything from the weather to the green.



To put topspin on the ball and keep it low, hit the ball near the top. This is a good skill to master — especially when you're trying to keep a ball out of the wind.

When you feel like playing a round or two of Nintendo golf, it's important that the videogame experience be as close to the real game as possible. But *Golf Power*, endorsed by golfing great Greg Norman, is a far cry from an afternoon on the links.

This Virgin Games simulation has an interface clumsier than most sports games. There's no on-screen feedback telling you how many yards your ball traveled, and aiming is a guessing game. In addition, the graphics are a throwback to early Nintendo games. Course layouts are so blocky that it's sometimes hard to tell just where the obstacles are.



The white block indicates the length of your drive.

Golf Power's saving grace is its course-creation mode, which lets you design holes from scratch. But even this inventive feature doesn't make up for the game's faults.

GP



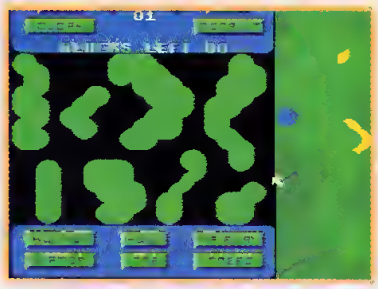
When you're in a bunker, you can sometimes get a better drive with a pitching wedge instead of a sand wedge.



Carefully line up each putt.



Par!



The creation mode allows you to model a course from an existing one, or design one all your own.



Virgin Games; 18061 Fitch Avenue; Irvine, CA 92714

ATTENTION!

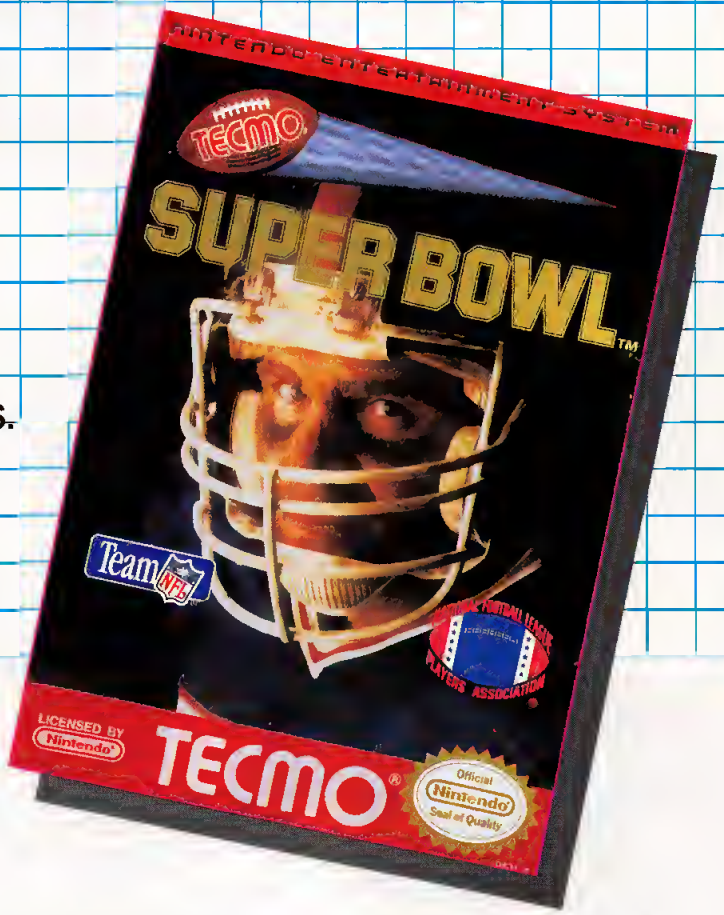
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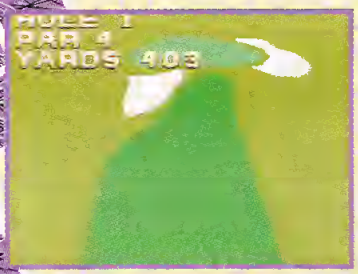
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REVIEW

SUPER NES

HAL'S Hole In One

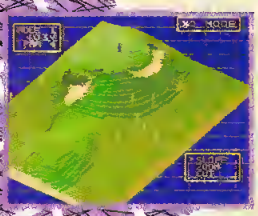
Mathew A. Firme



Before you tee off, you see a scaling-and-rotation heavy fly-by of each hole. It's not especially helpful, but it looks cool.



This is your view of the game throughout play — an overhead view of the course at the left, with a closer overhead of your ball on the right. You set your swing with the swing meter, which is easy to understand and control.



At any time, you can access this three-dimensional view of the course. It's very helpful in planning your next shot — especially when you're putting.

HAL's Hole in One Golf is a solid, enjoyable addition to the growing lineup of SNES sports games. Whether you wish to play a leisurely 18 holes alone, compete against friends, or challenge the 60 pros in a tournament, *Hole in One* delivers great golf action.

To play successfully, you must consider all the factors — wind speed and direction, stance, lie, and terrain — you would in real life. In this respect, *Hole in One* does a good job of conveying the subtleties of golf without becoming bogged down in details. All the variables are easy to understand, and, with a bit of practice, you'll quickly adjust your game to any circumstance.

The game is full of extras — fly-by previews of each hole, beautiful closeups of your ball as it nears the cup, and a Memory Play option which allows you to replay any holes-in-one, eagles (two under par), or albatrosses (three under par) you score on a hole. But the most helpful extra is the 3-D model you can access on every hole. The model, which shows the rise and fall of the landscape, really comes in handy when you're on the greens.

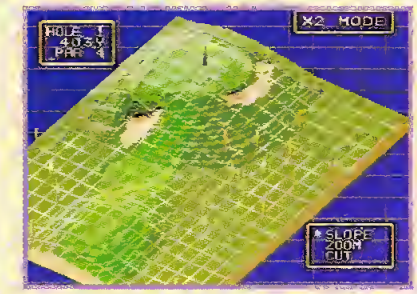
However, although it does a lot of things right, *Hole in One* isn't perfect. For one thing, the overhead view of the action is pretty lifeless. You see only your ball, never your character or your opponent. You never actually see anyone golfing, a touch that would have gone a long way toward lending the game some realism. Another drawback — you can play only one course. And because the overhead view makes every hole look essentially the same, that one course can grow tiresome pretty quickly.

Still, the strengths of *Hole in One* outweigh its weaknesses. The game is very accessible — and plenty of fun.

GP



When your putt nears the cup, this dramatic close-up shows the action.



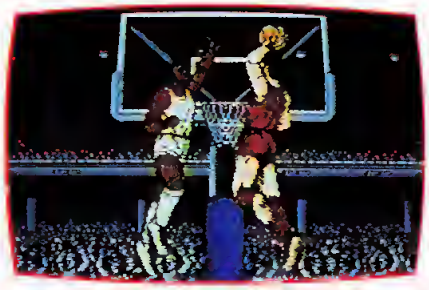
For even more help, you can choose to overlay this grid on the 3-D view.



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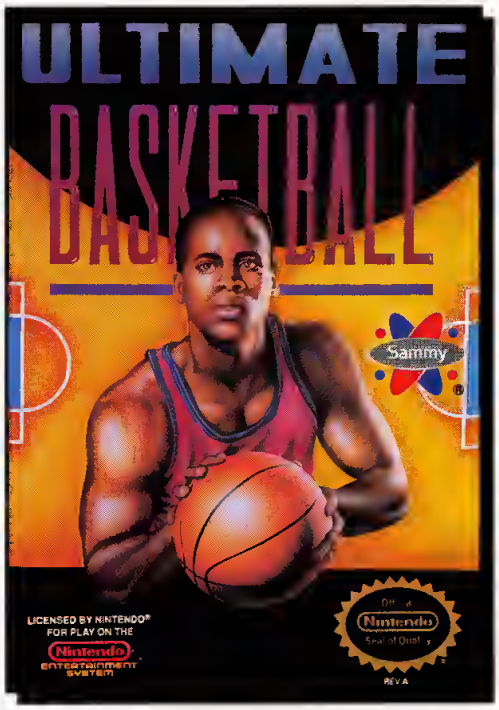
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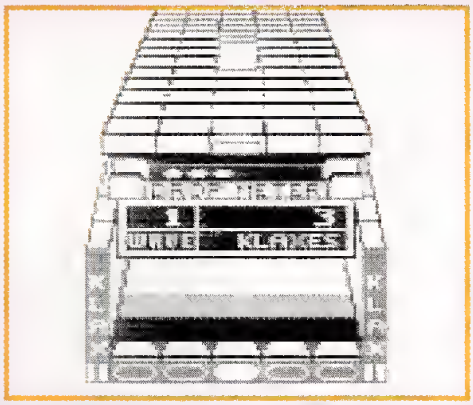
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Klax

William R. Trotter

When *Klax* first appeared, in full-sized versions for the NES and Sega Genesis, it was well received by critics and players alike. It had the same basic appeal as that all-time classic *Tetris*: It was a fast, simple game that was easy to learn and addictive to play.



Arrange matching falling tiles — if you can see them — to form a "klax."

Those versions of *Klax* use the same kind of arrange-the-falling-objects concept as *Tetris*, but applied it at an angle. Instead of arranging two-dimensional shapes that fall into a pit, you must arrange little tiles which tumble end over end down different lanes of an inclined ramp. When you arrange three or more tiles of the same color (vertically, horizontally, or diagonally), you've created a "klax," which falls off the screen. The tiles fall in "waves"; you advance each time you clear a wave. Naturally, the fancier the arrangement, the more points you rack up. And as each new wave begins, the colored tiles fall a little faster.



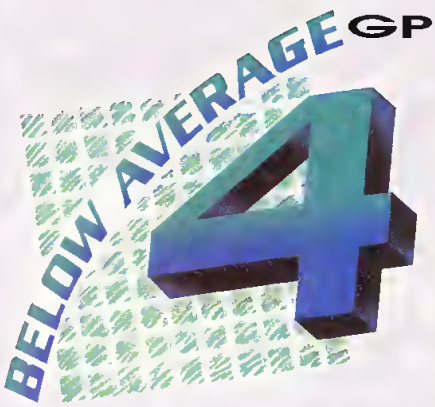
The fancier the klax, the more points it's worth.

That's right, *colored* tiles. And that's the flaw that keeps the Game Boy version of *Klax* from being as successful as the hand-held *Tetris*. Without color, the only way to distinguish one tile from another is with shading and line markings. But since the tiles are very small, the differences in shading and marking are nearly *microscopic* — even with a screen magnifier. The result provides more eyestrain than game-playing enjoyment.



You earn more points for diagonal matches than you do for vertical or horizontal klaxes.

Klax is still a great puzzle game; unfortunately, it's just one that doesn't translate well to the Game Boy format.



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REVIEW

NES

Rampart

Jaleco; 310 Era Drive; Northbrook, IL 60062

Stephen Poole

The most addictive and challenging games are usually based on a simple idea, and *Rampart* is no exception. In this new NES game from Jaleco, you're given a castle to defend against a fleet of warships or a neighboring castle. Learning the rules doesn't take long, but once you begin playing, you'll find there's a lot more to this game than meets the eye.

Rampart is played in a sequence of turns. First, choose a spot to build your castle, then place cannons inside its walls. In the battle sequence you use a movable gunsight to determine your target, then you and your opponent blast away at each other. After that, it's time to repair any damage you've sustained, as well as expand your walls to include more castles — making room for more cannons.

In the one-player mode, the computer controls a naval armada: gunships pound you with cannon fire, troop ships deposit invading armies, and flagships fire cannonballs that leave craters on which you can't build. Any troop ships left after the battle sequence send armies ashore that can hamper your construction and destroy undefended castles.

Each player defends a castle in the two-player mode. There's a *lot* of strategy involved in deciding where to place cannons and where to attack the enemy. The rebuilding sequence in both modes is much like *Tetris* — the wall segments come in various shapes, and you rotate the pieces to make them fit properly. It's almost a game in itself.

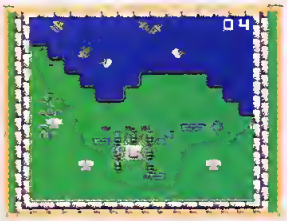
It's true that there are games with better graphics and sound than *Rampart*. But *Rampart*'s blend of strategy and action makes it the kind of game you can play repeatedly and still be ready for more. No doubt about it — *Rampart* is a real blast.

GP

Repel the Scurvy Dogs of the Red Fleet

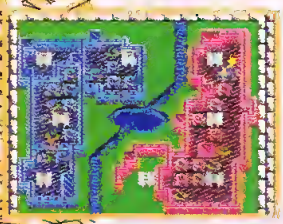


Something to consider when choosing a castle: The closer your fortress is to the water, the less time it takes for your cannonballs to hit the enemy — and vice versa.

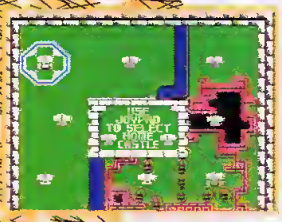


If you don't take out the troop ships during battle, they unload an invading army. Here, the forces to the left of the screen make expansion in that direction impossible.

It Takes Two to Tangle



You can opt for indestructible cannons, or choose how many hits it takes to knock artillery out of commission. Once a cannon is destroyed, you can't put anything there — not even a new cannon.

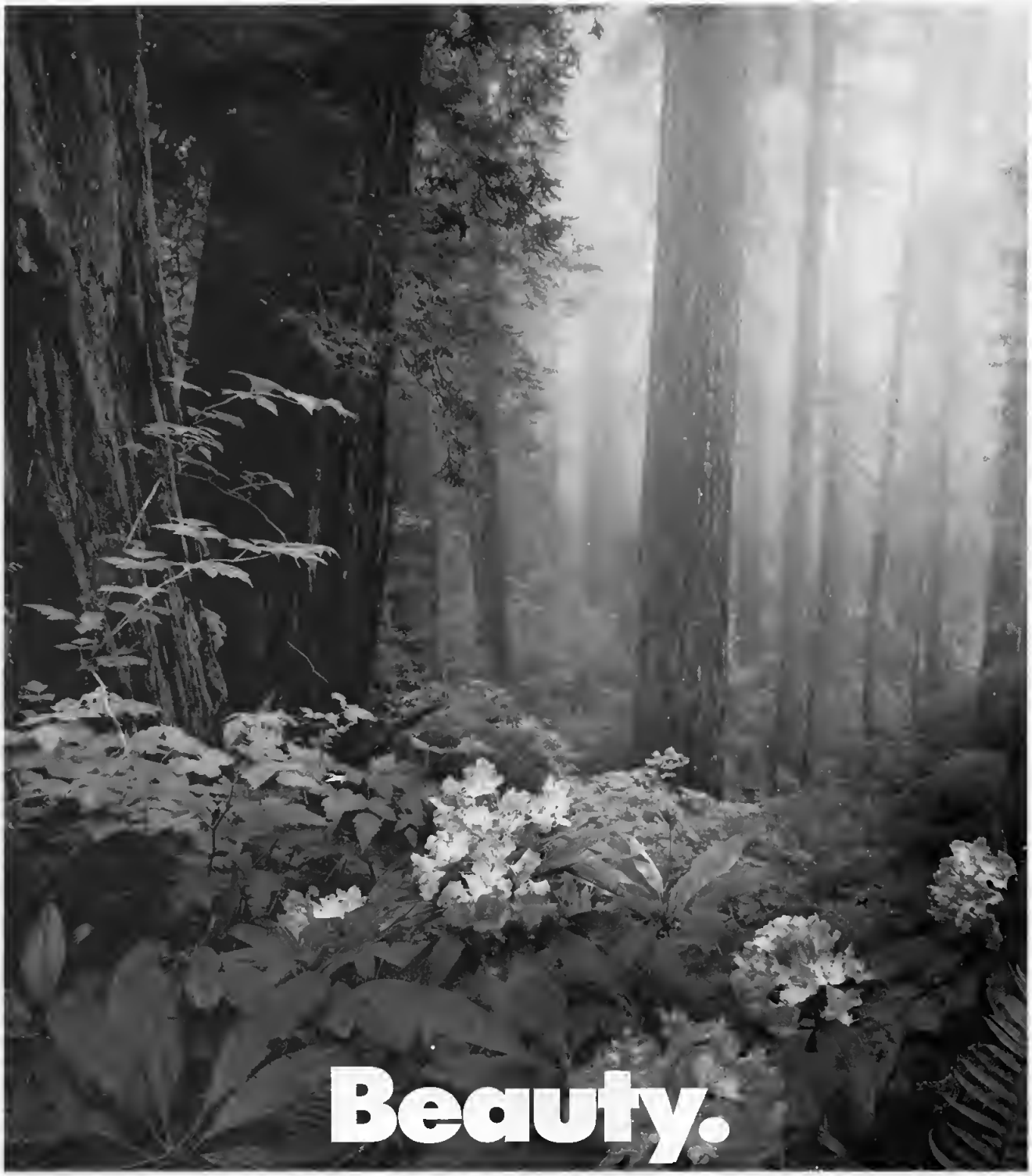


Be sure to rebuild the walls around at least one castle after each battle, or *all* your cannons and buildings are wiped away. Then you must start over with only a single castle and three cannons.

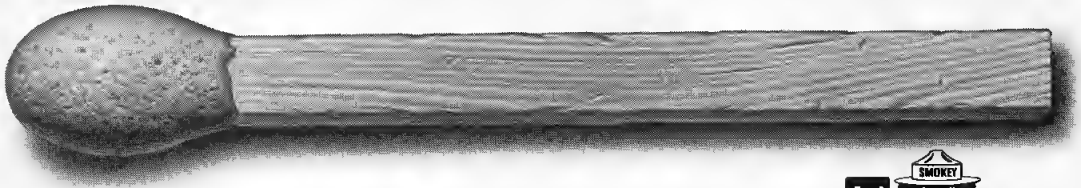


If you're unlucky enough to lose, you'd better hope your opponent isn't the kind to hold a grudge!





And the Beast.



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REVIEW

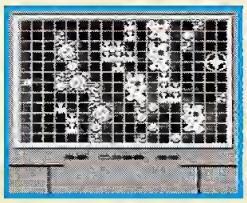
GAME BOY



Star Trek

Jeff Lundrigan

The crew of the *Enterprise* gets its orders directly from Starfleet — it's up to Kirk, Spock, and McCoy to save the universe once again.

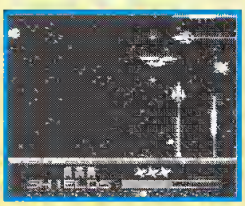


The overall map of the quadrant shows the locations of different obstacles: asteroids, space amoebas, Klingons, and — way on the other side of the screen — the planet you need to search.

Loosely based on an episode the original TV show, Ultra's Game Boy version of *Star Trek* sends the crew of the *Enterprise* on a mission to recover the Proto-Matter Fusion Disrupter. The disrupter is the only weapon capable of destroying the Doomsday Machine, a huge planet-killing behemoth that's headed straight for the center of Federation space.

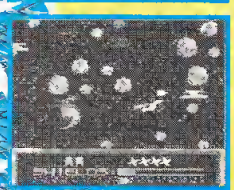
In each stage of this game, the *Enterprise* crew must search a different planet for weapon parts. There are three separate planets to search, and each one has its own set of dangers to surmount. These sections are fairly challenging and filled with a lot of *Star Trek* flavor, although they can be a little dull. Most of your time is spent wandering around, checking the tricorder for signs of a nearby piece, receiving messages from Spock and McCoy, and defending yourself against native life forms.





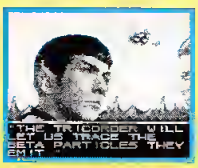
The asteroids and space amoebas in the first stage or so aren't too difficult to handle. Even Tholians, who don't actually shoot at you, can be maneuvered around for a while.

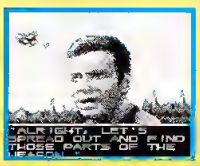




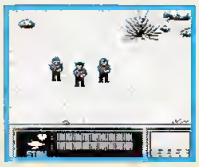
Enter a section with Klingons or Romulans, however, and the game's over quick-er than you can say, "Space, the final frontier." These sections make the game a lot tougher than it needs to be.







Once you reach a planet, the game gets easier and a lot more fun, as the *Enterprise* crew beams down to search for the scattered pieces of the Fusion Disrupter.





While searching, Spock and McCoy keep in touch. When your communicator beeps, you'd better answer — the information could be vital.

Getting to the planets, however, means flying the *Enterprise* through asteroid fields, encountering Klingons, space amoebas, and the like. During these encounters you switch to a side-scrolling action stage, and here's where the trouble begins. These stages are pointlessly difficult — especially when you consider they take place on a playing field the size of a Game Boy screen.

The game gives you passwords once you've completed a stage, so you can try again as many times as you care to, but it takes *forever*. Had the space flight sections been easier, the Game Boy version would have been short but mildly entertaining. As it is, though, *Star Trek* is just too frustrating.

GP



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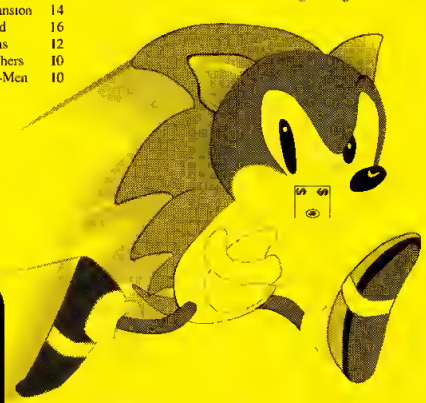
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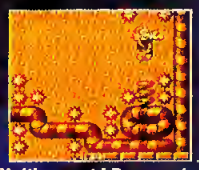
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